



ROCKSTAR GAMES DOUBLE PACK (R)





DEFICIAL STRATEGY GUIDES BY TIM BOGENN

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10	1	Ŀ	li	1	
	A	Эi	-		Γ
	:	TH			7
			Jan.		

niroduction										4	
Game Basics										5	
liberty City Maps										.16	
Portland										.20	
Staunton Island										.54	
Shoreside Vale										.80	

Welcome to Vi	e City								.118
Main Story Mis	ons .								.148
Odd Jobs									.244
Bonus Stuff									.262

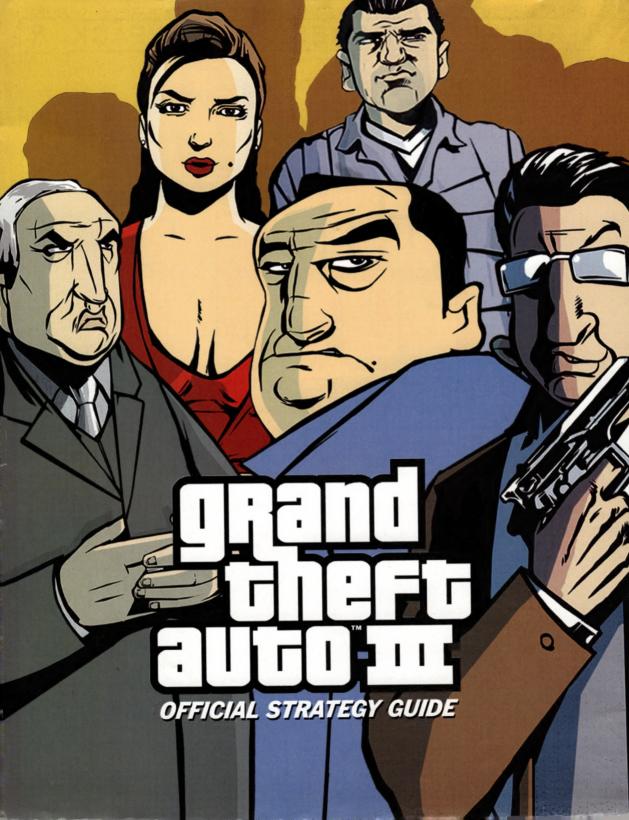


Table of Contents





FRE PODUCE ON !

Grand Theft Auto III takes place in Liberty City—a completely unique universe with its own laws, standards, ethics, and morals (or lack thereof).

There are dozens of ways to take out the inhabitants—punches, kicks, head butts, baseball bats, handguns, Uzis, AK-47s, shotguns, M-16s, sniper rifles, rocket launchers, grenades, Molotov cocktails, and flame-throwers.

You must work your way through the pecking-order of the gangs, receive better jobs and eventually meet, use, and extinguish bigger bosses. However, there is an opposing force that will try to thwart your objectives (harmful as they may be). Liberty City's law enforcement includes cops, SWAT Teams, FBI agents, and the Army. They all work cooperatively to keep Liberty City moderately protected and acceptably corrupt.

Liberty City is divided into three districts: Portland, Staunton Island, and Shoreside Vale. Each has its own look and feel—with different styles of buildings, cars, and inhabitants. Bridges, subways, and tunnels connect these three areas. If one of those options can't get you there, you can take a boat across the bay and dock in the next district.

There are hundreds of pedestrians throughout Liberty City, each with their own unpredictable characteristics. Businessmen hustle to work, bums get in the way, gang members look for trouble, and hookers prowl for business. These characters act and react to situations and the activity surrounding them in their own unique way. Even if you did nothing but walk the streets meddling in the affairs of its citizens, you would still be blissfully submerged into the Liberty City universe!

But that, indeed, is not all you will be doing. You're going to get involved on a much more active level.

Let the crime wave begin!





Game ... Basics









CONTROLS

There are two basic sets of controls for the two primary planes of your existence—in your car and out of your car. What else is there?!

ON FOOT (SETUP 1)

Left Trigger	Target
Right Trigger	Attack or Fire Weapon
Left Thumbstick Button	Move
Right Thumbstick Button	Look Behind
X	Jump
Α	Run
White	Change Camera View
Directional Pad Right	Next Weapon
Directional Pad Left	Previous Weapon

IN VEHICLE (SEEUP 1)

Left Trigger	Reverse/Brake
Right Trigger	Accelerate
Right Thumbstick Button	Look Behind (press), Left or Right for Drive-by (press to fire)
Υ	Enter/Exit
В	Handbrake
X	Toggle Vehicle Missions On/Off
White	Change Camera View
Black	Radio

saving your game

HiDeouts

Your Hideout appears on the radar as a small, green house icon in each of the three major districts. As soon as you enter a new district, only that district's Hideout will appear on the radar.

To save your progress, you'll enter a changing room, elevator, or apartment foyer. You can save your game only when you are NOT working on a mission, just as you cannot take a second job while working on another.

Your Hideout is always near a large garage, which will make it possible for you to park and save a car with your game save. As you progress to new districts, you are incrementally allowed more cars to save. To do this, drive a vehicle in, then exit the garage and save by entering the Hideout door—follow the house icon. Keep in mind that saving your progress will advance the clock by six hours.

Refuge and Repair

There are other advantages to returning to your Hideout. When you park a damaged car in the garage, exit the vehicle, and close the garage door, the car will be repaired. Also, if you've been collecting Hidden Packages, you can unlock power-ups that will frequently regenerate at your Hideout!



Getting wasten or Busten Hospitals: wasten!

This is where you end up if you try to swim with the fishes by geting shot up, blown up, run over, roughed up too much or, in short, 'Wasted.' You'll always be taken to the closest hospital where they will stitch your remains back together and replenish your Health to 100%. On the downside, it will cost you \$1000, which is automatically deducted from your account to cover the medical bills. On top of that, they take all of your weapons! Any mission you were currently working through will be 'Failed.'



Health Tips

Enter an ambulance when injured and receive 20 points of Health. You can always find a couple Heart power-ups outside the hospitals in Liberty City. Check out the Hooker cheat in the Secrets chapter for bonus health!

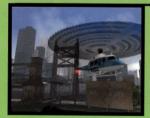
POLICE Stations: Busten!

When you're arrested, you'll be sent to the nearest police station where the cops will then take \$400 in bribery money and all your weapons. Also, any current mission will be 'Failed.' You must be pulled out of a vehicle and have a Wanted Level to get arrested; otherwise, the cops will just kill you and you'll be sent to the hospital. So, if you see a cop opening your car door, put the pedal to the metal!

maured rener

The row of six stars in the top-right corner of the screen indicates your level of bad behavior. If you do nothing to calm the authorities and only antagonize them further, your Wanted Level increases and greater forces are sent after you.





When additional backup is called, the previous authorities on the scene do not throw in the towel and go for donuts. For example, in a Wanted Level of 6, you can expect to see LCPD, SWAT Enforcers, FBI, and the Army with a Tank and two helicopters!



ı Game Basics













PORTLAND

WANTED LEVEL	REPERCUSSIONS
1	LCPD
2	LCPD Level 2
3	LCPD Roadblocks & 1 Helicopter
4	SWAT w/ SWAT Roadblocks & 1 Helicopter

staunton Island

WANTED LEVEL	REPERCUSSIONS
1	LCPD
2	LCPD Level 2
3	LCPD Roadblocks & 1 Helicopter
4	SWAT w/ SWAT Roadblocks & 1 Helicopter
5	FBI & 2 Helicopters

SHORESIDE VALE

WANTED LEVEL	REPERCUSSIONS
1	LCPD
2	LCPD Level 2
3	LCPD Roadblocks & 1 Helicopter
4	SWAT w/ SWAT Roadblocks & 1 Helicopter
5	FBI & 2 Helicopters
6	Army w/Trucks, Tanks, & 2 Helicopters

вгеакіль тне саш

If you run over, shoot, or punch a cop, your Wanted Level will increase. If you try to steal a police car while a cop is still in it, the heat will be all over you. Simply targeting a cop with a gun without firing the weapon is cause for a Wanted Level. Yep, they saw that! If you steal a car, shoot someone, or start a rumble while a cop is watching, you will become Wanted. Also, just bumping a police car hard enough to spill his coffee will get your face in the post offices.

Decreasing your wanted Level



There are just a few ways to reduce your Wanted Level. You can lay low, make yourself scarce, and get out of sight for a period of time. This works with Levels 1 & 2. For higher levels, you can go to Pay 'n' Spray to get rid of all the levels. Just don't try to paint over a law enforcement vehicle—they just don't take 'em that hot! Completing the mission or the Rampage Challenge you are currently working on will also clear your Wanted Level. This means if you fail the mission or Rampage Challenge, the Wanted Level will remain.

To bring the levels down one at a time, you can find the 'Police Bribes' scattered throughout Liberty City. These are the blue and white star icons found in alleyways and other hidden places. There's one in the alley a block away from the Police Station in Portland, conveniently placed there in case you steal some wheels right in front of the cops after getting Busted.



making your own BriBes

By completing 20 Vigilante Missions in Portland, you'll unlock two Police Bribes at your Hideout (10 successful missions equal one Police Bribe). Complete 20 Vigilante Missions in Portland, Staunton Island, and Shoreside Vale to accumulate a total of six Police Bribes at your hideouts. This is enough bribing to get the hostile army off your back!

RUNNING

To run, hold down the A Button and control your character in any direction. Sooner or later, your character will become exhausted and slow to a walk once again. If you just stop on the spot and allow him to catch his breath, he'll recover quicker than if you continue running (slowly). If you don't stop to rest at all, eventually you will begin to run again, but not the distance you could have run had you stopped to catch your breath.



exercise

The more you run, the more endurance you build up—just like exercise puts you in better shape in real life. So, when your not on a mission and looking for items and stuff, try huffing it instead of taking a car and you'll see the advantages in the long run.

ACTION TIPS

Use the Directional Pad (Right for next weapon, Left for previous) to cycle through your weapons. Press the Right Trigger to shoot the weapon. Hold the Left Trigger for targeting.

Street Shots

POLICE REPORT

PRIMARY DEUPP PAGE

Beware that any shooting in the city will attract law enforcement.



RUNNING WHILE SHOOTING

Hold down on the Left Trigger to remain locked onto targets while running and shooting. Turn your back toward the locked target to reach around and shoot behind yourself!

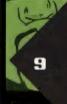
There are only a few weapons that you can hold and run at your normal speed. The Handgun, Uzi, Grenades, and Molotov Cocktails can be held while still achieving maximum running speed. Some weapons can be used only while standing still. The Rocket Launcher, Flame-thrower, Sniper Rifle, and M-16 cannot be fired while you are walking or running.

Drive-By SHOOting

Enter any car with the Uzi selected and press Left or Right on the Right Thumbstick Button to fire. Your character will reach his arm out the window and fire! The shoulder determines which direction you fire. Control your aim by moving forward and backward with your vehicle. While riding a motorcycle, you can even shoot forward by pressing Up on the Right Thumbstick Button!

priving

The Handbrake's default assignment is the B Button. This is a much more useful brake than the regular brake (Left Trigger) for the style of driving that you'll be doing. Using the Handbrake in conjunction with sharp turning maneuvers will allow you to powerslide around corners. The regular brake will only slow you down and force you to take wider, slower turns. However, using both brakes together is often necessary when you're going too fast for a turn. If you're speeding through town and need to whip around a corner without flipping, first depress the normal brake, then add the handbrake, and then turn. The result should be a sharp, controlled powerslide turn.



ı Game Basics















car Jacking

Don't try this at home, kids! Stand in front of the moving vehicle to make it stop, then face it and press the Y Button. As soon as you enter the car, press on the Reverse or Gas forward Buttons to keep the driver from pulling you back out of the vehicle. When chasing after a car, hold down the A Button (Run) while pressing the Y Button as you get closer to initiate the jacking.



rast cars

You can always count on the local gangs to have the fastest cars. If you need one at the beginning of the game and you're nowhere near the Banshee at the Easy Credit Autos dealership, then the next best thing is a Mafia Sentinel or a Diablo Stallion. When you reach Staunton Island, you'll find that the Asian gangs have the best cars. The Yakuza Stinger is a fine automobile; much better than the Yardie Lobo. However, there are also nicer areas of town where the business people drive Cheetahs, Banshees, Stingers, and the coveted Infernus!



car Rabio

Each vehicle is tuned to its own radio station, playing a combination of licensed tracks, specially created music, and talk radio. Press the Black Button down to change the station.

шнеп со ваіс опс

It's very important to know when to bail out of a vehicle. Regardless of the condition of your car, even if it's brand spanking new, it's going to eventually explode if it overturns and remains upside-down! Press the Y Button repeatedly as the vehicle is turning over (and when you know it won't flip back onto its wheels) to exit as soon as possible—usually when the vehicle is completely stationary.

stats menu

The in-game Statistics Menu is huge! It tracks everything! Check this menu frequently to see where you stand as a criminal and to keep track of... well, just about everything. Most of the categories are self explanatory, but there are a few you may question. The following is a brief description of those more confusing categories.

MENU CATEGORY	DESCRIPTION
Helicopters Destroyed	Tally of helicopters you destroy with the M-16 or Rocket Launcher.
Kgs of Explosives Used	Kgs are Grenades. This stat shows the number you've used.
Unique Jumps Completed	There are 20 Insane Stunt Challenges scattered throughout
	Liberty City; this will track these completed jumps.
Pickups Found	This refers to the 100 Hidden Packages that are peppered
	all over Liberty City.

Brood woush

Most pedestrians drop cash when killed. You can also earn \$1-25 for car collisions and \$50 for car explosions!

I**CEMS**



When you find one of these charms, an Armor Meter appears near your Health Meter in the top-right corner of the screen. Your armor will absorb the damage done to you. You begin with 100 maximum. When this is depleted, damage is taken off your Health Meter as it did before you found the Armor power-up. There are five in Portland, five in Staunton Island, but only four in Shoreside Vale.

неацьн



Mostly found around hospitals, these will regenerate over time. These power-ups restore your Health to a maximum of 100. If you aren't hurt, you won't be able to pick them up. There are 12 in Portland, 12 in Staunton Island, and eight in Shoreside Vale.

aprenatine



These little drug power-ups give you super human fighting abilities. Pick one up and then punch someone to see what we mean! There are five in Portland, four in Staunton Island, and five in Shoreside Vale.

Hibben Packages



There are 100 Packages hidden throughout Liberty City. Each Package earns you \$1,000! Collect them in 10s and power-ups begin to continually regenerate at your Hideouts. There are 33 in Portland, 36 in Staunton Island, and 31 in Shoreside Vale. See *Chapter 5*: Secrets for the locations of all 100 Packages on our Liberty City Maps!

POLICE BriBes



Each shield icon you pass through will reduce your Wanted Level by one. Bribe the Police and you can get away with murder—literally! There are eight in Portland, 10 in Staunton Island, and six in Shoreside Vale.

Rampages



Run into one of these skull icons, when you're not currently involved in a current mission, to begin a Rampage Challenge. You'll have an alotted amount of time to destroy a certain number of objects or gang members. Succeed and you win some dough; fail and each package moves to a second location. Fail again and they will all move back to their original locations, and so on. There are six in Portland, seven in Staunton Island, and seven in Shoreside Vale.

weapons

Weapon power-ups can found in various locations and don't require you to loot the slain. These weapons have unlimited ammo caches. Portland is home to nine such power-ups, but no Rocket Launcher, M-16, or Sniper Rifle varieties. There are eight Weapon power-ups in Staunton Island and nine more in Shoreside Vale—and they're all good!

BaseBall Bat

These are used for the business of clubbing thugs, rather than for sport!

Handgun (COLE 45)

You can't walk down a Liberty City street without tripping over one of these guns. This light, semi-automatic weapon gives you the ability to run and shoot at the same time. Don't leave home without it.

















UZi

This rapid-fire machine gun is far more damaging than the Colt 45, and can also be fired while running. It maintains fair performance at long range.

SHOLGUN

This pump-action weapon is inappropriate for long distance targeting, but is the best choice for up-close and personal carnage. You cannot run and shoot with this weapon.

MOLOGOV COCKEAIL

This explosive device serves up a gasoline-filled bottle with a rag stuffed in the top. The poor man's grenade is best used for your torching needs. Press and hold the Right Trigger longer to toss the cocktail further.

crenane

Although it's much more sophisticated on the evolutionary scale of things than the Molotov Cocktail, it still serves the same general purpose—with quicker results. Use the same button technique as described with the Molotov Cocktail to gauge the distance of your throw.

AH-47

Designed by Mikhail Timofeyevich Kalashnikov, this weapon fires rounds faster than the Uzi, and is more deadly and accurate at longe range. You cannot run and shoot with this weapon.

m-16

A United States weapon, the M-16 was created at Johns Hopkins University in September 1948 for the purpose of increasing the effectiveness of military operations. This weapon is very powerful and will take out vehicles in a flash flurry of bullets. It uses a sight and you'll feel the recoil as it's fired. You cannot run and shoot with this weapon.

Sniper Riele

This is the appropriate weapon for difficult missions. It uses a zooming sight for precision and is able to dispatch enemies with deadly accuracy from great distances. Use this weapon when you don't want to attract attention.

erame-phromet

The German Army first began experimenting with flame-throwers in 1900. You can continue the tradition in the 21st century in Liberty City. The flame-thrower uses nitrogen to force oil through the nozzle. Ignited by a small charge, the oil becomes a stream of fire. You can't run and fire this weapon and you wouldn't want to even if you could.

ROCKEL Launcher

This shoulder mounted weapon fires a small fin-stabilized, rocket-propelled grenade. Pulling the trigger releases an electric current that will ignite the ammunition's rocket stage. Short-range ignition is suicidal. This weapon uses a fixed sight and has a safety lock when not supported correctly for firing.

THE Main PLayers

8-Ball

Your comrade in crime is a bomb expert and franchise owner of 8-Ball's Autoyard, a facility that offers car accessories and upgrades. After escaping the shackles of the law, he was able to get back into business. Nobody's business!



LUIGI GOTEPELLI

If you gotta climb da ladder of crime, you might as well start with the lowest rung. Luigi Goterelli runs a strip joint in Portland, the Sex Club 7, for the Mafia. It's nothing more than a front to pimp the ladies to the more affluent clients.



JOER FEOUE

The Don's only living son, Joey owns a garage in Trenton where he only services the finest stolen vehicles. His despise for the Forelli Brothers and love for hitting the banks will keep you plenty busy—and with a name like Leone, it's got to get you somewhere.



Toni cipriani

Toni Cipriani is the Mob's number one extortionist, debt collector, and... well, a mama's boy. If you need to see Toni, he can always be found at Mamma Cipriani's restaurant in St Mark's. Get involved with Toni and you'll be an instant 'hit' at any Triad parties!



saluatore Leone

The Don, the Mafia's big cheese. If you are the best at being bad and can get jobs from Salvatore, you'll certainly see some serious green, but with the job comes grave uncertainty that you may not live to enjoy the wealth. With the war brewing with the Colombian Cartel and the ongoing skirmishes with the Triads, you'd better get life insurance with your earnings.



яѕина наѕел

Born into the Yakuza crime syndicate, Asuka proves she can run with the toughest of them. However, to earn her trust you must bite the hand that feeds you. That may not prove to be so puzzling when you discover that the hand wants you dead.



<u>kenji kasen</u>

Owner of Kenji's Casino in Torrington, member of the Yakuza crime syndicate, and brother to Asuka Kasen, Kenji Kasen has a lot to lose if the Colombian Cartel push SPANK in Staunton Island. Rub elbows with Kenji and you'll be thrown back into the war that you thought you left back in Portland.



Donald Love

Playboy millionaire, Donald Love, CEO of Love Media, has a skeleton in his closet and he visits it frequently! Taking jobs from him is a no-brainer, but look closely at your reward because Donald's hobby is counterfeiting.











POWER-UP/ Location maps

Staunton Island



14

Shoreside Vale



Weapon:

Health:

Armour:

Rampage: 🔀 🔀

and a second

Safehouse:

Mission Contact:

Sprayshop:

Bombshop:

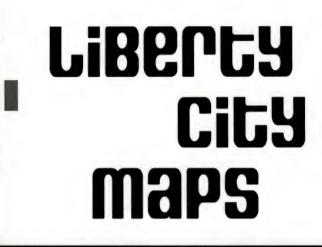
Adrenaline:

Police Bribe:

Unique Stunt:

Secret Vehicles:

Portland









1	Porter Tunnel
2	Car Crusher
3	Head Radio
4	Harwood Fire Station
5	8-Ball's Autoyard
6	El Train Station (2)

- 6 El-Train Station (3)
 7 Capitol Autos Dealership
- 8 Salvatore's Mansion
- 9 El Burro Contact Point
- 10 Portland Hideout

- 11 Pay 'n' Spray
- 12 Toni's (Momma's Restaurant)
- 13 Portland Rock
- 14 Luigi's Sex Club 7
- 15 Portland Subway
- 16 Marco's Bistro
- 17 Sweeney General Hospital
- 18 LCPD
- 19 Marty Chonk's Bitch 'n' Dog Food
- 20 Joey Leone's Garage
- 21 Triad's (Turtle Head Fish Factory)





CIES. Maps









STAUNTON ISLAND



1	Phil Cassidy's Army Surplus	12	Asuka's Condo
2	Liberty Memorial Coliseum	13	AmmuNation
3	Sweeney General Hospital	14	Callahan Bridge
4	Subways (2)	15	FBI
5	Porter Tunnel, Rockford Slipway	16	City Hall (Mayor O'Donovan)
6	King Courtney Contact Point	17	LCPD Head Quarters
7	Pan-Lantic Construction	18	AMco Head Quarters
8	Staunton Island Hideout	19	Liberty Tree Offices
9	Pay 'n' Spray	20	Love Media (Donald Love)
10	8-Ball's Bomb Shop	21	Kenji's Casino
11	Shopping Mall		



- 1 Cochrane Dam
- 2 Colombian Cartel Mansion
- 3 Pay 'n' Spray
- 4 8-Ball's Bomb Shop
- 5 Shoreside Hideout
- 6 D-Ice Contact Point

- 7 Staunton View Picnic Area
- 8 Francis International Airport
- 9 Airport Subway Station
- 10 Porter Tunnel (Francis Slipway)
- 11 Shoreside Lift Bridge











C H A P T E R

21



INDUSTRIAL PORTLAND.

Enteropy Ct.

Relax! This game is like no other. It redefines what gaming should be. It's funny and fun, beautiful and dirty—you won't want to put the controller down for months. GTA 3 features many (and sometimes endless) adrenalized Missions, including the never-ending Side Missions for the Taxi, Ambulance, Police Car, Firetruck, and Vigilante.

If your goal is to play all the missions, it's best to stick with each contact until all of his or her jobs have been exhausted, then move on to the next contact. You can actually skip what seem like major missions and still progress through the entire game. As long as you keep making contacts through your current boss and moving up the crime ladder, you'll progress. If you need extra dough to cover weapons or bodywork for a difficult job, take some little jobs to fatten your wallet. This guide covers it all, so you won't miss a thing!

MOPE THAN DIE WAY 60 SKIN A CAG

Use your imagination. GTA 3 is a very complex game, so always remember that there are many ways to accomplish the rudiments of each mission. If you are given a grenade and asked to destroy a vehicle, this doesn't mean that all the other ways to demolish a vehicle are now thrown out the window.



HIDDEN PACHAGES & SIDE JOBS

It's highly recommended that you collect all the Hidden Packages in Portland before diving into the missions. Granted, you have to complete the first mission, "Give Me Liberty," but after that, you should begin the hunt for the Hidden Packages. The weapon power-ups that appear at your Hideout are priceless, and they save you from having to hunt down the power-ups hidden in and around Portland.

There are 33 Hidden Packages in Portland. You can collect all but two of them after completing the first mission. After completing Salvatore's final mission, "Last Requests," you can then collect the remaining two packages (see callouts for #16 and #33 on p.110 of this guide). You can collect them once the Subway is opened and after you gain access to a boat.

We also suggest completing 20 Vigilante missions, the Paramedic missions, and 20 Firefighter challenges before taking any jobs from the crime bosses.

If you collect 30 Hidden Packages in Portland and complete the Vehicle Missions as suggested, you should have a Handgun, Grenade, Uzi, two Police Bribes, Health, and Adrenaline power-ups at your Hideout.

The advantages to taking this approach go beyond the various power-ups gathered at your Hideout. All this running around also builds up your endurance, thus enabling you to run for a longer period of time. Taking all the special Vehicle side jobs helps you learn your way around the streets of Portland. And above all, it's best to do all this in the beginning of the game so you don't have to contend with the gangs that you'll be double-crossing on your way up the crime ladder. Wiping out members of the different gangs within the crime boss missions causes the gangs to attack whenever you enter their turf.

Portland

Give me Liberty: Introduction mission

After your assisted breakout from the transport vehicle, your ex-con friend, 8-Ball, describes a place in the Red Light District where the two of you can lay low. His hands are bandaged and he can't drive, so it's up to you. Enter the getaway car (a Karuma) and familiarize yourself with the driving controls as you exit Callahan Bridge, then make your way into the Industrial District



Damaged Bridge!

POLICE REPORT

PREMARY SUPP PAGE _

The Callahan Bridge needs major repairs. Don't attempt to jump it or you'll end up in the river, and then the hospital—except in the beginning of the game, when you'll start over. This bridge will be repaired as you complete this district's dirty jobs.

Play with the different camera angles (defaulted to the Select button) to find one that best suits you. There's a Choppercam view that will remind veteran Grand Theft Auto players of the previous games!

In-game Tips

Pay very close attention to the helpful tips that appear in the top-left corner of the screen as you delve into new experiences. With all the action and things to watch for, these tips often disappear before you can read them—good thing you have this guide!

The radar in the bottom-left corner of the screen always registers target mission destinations with a colored blip. Drive toward the red blip on the radar to find an alley where the two of you can change clothes and learn about the game saving feature.

automotive care

Even though it's a game and it's fun to smash into things, try to take it easy on your car. If it starts billowing smoke badly, fire quickly follows. After that, BOOM! Bye-bye car and bye-bye life. Losing this car in the first mission places you back on Callahan Bridge to start over; later you'll end up at the nearest hospital.



Watch the bottom-right corner of the screen as you jump into cars and enter new areas. The display will indicate car and district names. When you see "Red Light District" appear, you are close to the first destination. Here, in a wide alley, a blue light beam (Blue Marker) emits from the ground. This is the same spot indicated on the radar.



You and 8-Ball get out of the car and duck into a building to change into civilian clothes. Find the Information icons near the doors. Walk into them and learn the basics of saving your progress and how to guarantee that you have a car to drive off in after loading a saved game. These Information icons appear all around town, and they'll help you understand certain gameplay mechanics.



THE HiDEOUC: <u>Saving your progress</u>

If you'd like to save your progress, return to this Hideout and enter the door that you just exited after changing your clothes. You can only save your game when you are NOT working on a mission, just as you cannot take a second job while working on another. The large garage next to the save room will save one car with your game save. To do this, drive one vehicle in, then exit the garage and save by entering the smaller door. Keep in mind that saving your progress will advance the clock by six hours.



Before returning to the vehicle, take the bat near the ramp that's basking in a red glow and give it a few swings with the Right Trigger. To put the bat away and go back to fists, press Right or Left on the Directional Pad.

Get in the car and go find 8-Ball's boss, Luigi. Why not? You're free and you need to earn a living, right? Follow the blip on the radar a few blocks down the direction you just came from and stop in the Blue Marker. Use the Handbrake—it's a quicker, more reliable stop. The regular brake is also the reverse gear and you can end up rocking on and off the mark.



Driving magman

Don't worry about running red lights or driving over medians, even when the police are present. This will not cause the Wanted Level to register even the slightest bit. Hey, this is Liberty City, what do you expect?! You can also run people over for Stat points, but avoid doing this when the cops are around.





In a cinematic, your character and 8-Ball go through the alley to a service door in the back of the Sex Club 7. This is the introduction to Luigi. During the Luigi missions, you'll be introduced to Joey, but stick to the Luigi missions until you've finished all of his jobs.











Luigi Goteretti

LUIGI 1: LUIGI'S GIPL
PAYOFF: \$1500

JOB DESCRIPTION: Luigi wants you to steal a car, pick up one of his girls, Misty, from the clinic (classy!) and bring her back to this location... untouched!



If the car you arrived in is not smoking, then jump in and head toward the blip on the radar. If the car is not to your criminal liking, then grab something nearby that interests you.

car HanoLine

Notice that the different vehicles in the game handle like their real life counterparts. A van will drive heavy and sluggish, while a sedan will be quicker with a lower center of gravity.

There are usually plenty of taxis in this area. To hitch a ride, just walk up to the driver or passenger's side and press the Y Button.



AUGO-MAGIC THEFT TRACKING

You don't have to be too close to a vehicle to initiate the entry maneuver. You can actually track moving vehicles by pressing the Y Button as the car approaches, and then catch up with the car (by using the A Button) as it slows at a stop sign or hits slower traffic.

Be Careful When You Jack!

POLICE REPORT





Be aware that the driver you pull from a vehicle may not be all that pleased that you are stealing his or her car. If you don't take off soon after the jacking, the driver is liable to re-enter the car and throw YOU out! Also, criminals and gangsters are usually packing heat and will open fire on you!



Misty will appear as a green blip on the radar. Head toward the blip through Chinatown and St. Mark's. Pick her up in Portland View—she's standing outside Sweeney General Hospital under the shelter.

merging into traffic

Press Left or Right on the Right Thumbstick Button while in a vehicle to view the left and right sides. This is a good practice to get into while pulling back out onto the street because it minimizes the chances of a mission-compromising accident.



HOSPICAL: WASCED!

This is where you end up if you get roughed up too much, a.k.a. "Wasted." Sweeney General is where you go when you bite it in the Industrial District. To learn more about being Wasted, check out the Chapter 1: Game Basics.

Heart Power-ups

There are two Heart icons just up the ramp and to the left as you face the front door of Sweeney General Hospital.



POLICE SCALION: BUSCED!

When arrested, the cops take \$400 in bribery money and seize your entire arsenal of weapons. To learn more about being "Busted," your Wanted Level, and the repercussions when these levels increase, refer to Chapter 1: Game Basics.





Head back to Luigi's club in the Red Light District using the blip on the radar to guide you. Stop in the Blue Marker to complete the misson and collect \$1500. Who says a life of crime doesn't pay? Well, we'll see.

Taki missions

If you're in a Taxi after dropping off Misty, you can begin the Taxi Missions by pressing the X Button. To learn more about these and other never-ending side missions, see *Chapter 1: Game Basics*. You can also start the Police Car and Ambulance missions at this time.



After finishing Luigi's first job, the second will not occur until you visit him once again.

"L" POP LUIGI

The letter "L" appears on the radar over Luigi's club between missions. This is a reminder that Luigi is there and has jobs waiting for you. The letter will not disappear until after you complete every one of his jobs.



Head to the alley beside the Sex Club 7 to find another Blue Marker. Step into the glow to accept Luigi's next job.

LUIGI 2: DON'T SPANK MA BITCH UP

Payoff: \$4000

JOB DESCRIPTION: Clobber SPANK pusher in Portland Harbor with a bat, then take his car and respray it.









LUIGI 2: DON'T SPANK MA BITCH UP

A bat appears across the street as you leave the alley. Take it, then take a ride. Follow the blip on the radar to Portland Harbor.



weapon collection

If you need a weapon, you must first exit a vehicle to pick it up. You cannot run through a weapon while in a car to obtain it.

As you drive to Portland Harbor, be wary that all roads and routes are not mapped on the radar. When you appear to be close to the blip, look around for shortcuts that'll take you closer—through alleys, parks, or whatever. You don't need to stick to the roads; the cops don't care, so why should you?



Drive down the gradient slope to enter the Portland Docks. Continue to plow through the crowds as you make your way north toward the blip on the radar representing the pusher with the SPANK.

As you near the SPANKers, a cinema will show the pusher with two hookers. Drive up close, get out of the car, then pull out the bat and let the wiseguy approach you. As he does, introduce the bat to his face. Ouch! It's not crucial to the mission to avoid hitting the hookers. Keep nailing the guy while he's down until the pavement is painted crimson.



Enter the Stallion and head for the Body Shop indicated by the orange blip on the radar. Be careful not to destroy the car—it's irreplaceable. If it blows up, you fail the mission, so drive carefully.



The Pay 'n' Spray Auto Shop is very close to Luigi's club in the Red Light District. Enter the corner shop and pull into the garage. This first bit of bodywork is free, but from now on it will cost you a thousand dollars for each paint job.







With a fresh coat of paint, take the Stallion to an alley in Portland View directly across the entrance to the Sweeney Hospital and pull it into the garage that opens as you drive into the Blue Marker. Exit the vehicle and collect on the job. A cool four grand! Steal some wheels and return to Luigi's for more work.

ADVANCED STRATEGY

If you've collected enough Hidden Packages to make the Handgun or the Uzi appear at your Hideout, you could easily target and shoot the SPANK pusher.

LUIGI 3: Drive misty for me

Payoff: \$1000

JOB DESCRIPTION: Pick up Misty from Hepburn Heights, then drive her over to Joey's garage in Trenton.



JORY JOBS

Upon completion of this mission, you'll be able to do jobs for the Don's kid, Joey. However, we suggest that you finish out the rest of Luigi's jobs before inquiring into Joey's business.



Find a car just in front of the Sex Club 7 and head north without turning off the street. Hepburn Heights is just a few blocks down the road. Misty is waiting in a parking lot on the right.



When you reach the Blue Marker, honk the horn (Left Thumbstick Button) to let Misty know you're there. When she gets in the car, head toward the new new blip on the radar. If you are drawn to Portland View, you'll see that you must go just past the police station, east of the road across a grassy field. Hurdle the curb and cross the field to enter Trenton. The Blue Marker is just around the first block, in front of Joey's Garage.





Misty imparts some sweet talk and a hug, then enters the garage. Joey says he's heard good things about you from Luigi and if you return later, he (Joey) will be able to hook you up with some more work.

That was a quickie-and you made an easy \$1000!



"J" FOR JOBY'S

When you exit Joey's garage, you'll notice that there are now two blue blips on the radar—Luigi's "L" and now Joey's "J." That means you've got two people you can visit to get work. For Joey's jobs, step into the Blue Marker outside his garage between the hours of 06:00 and 21:00. (This is military time. These jobs must be done after 6:00AM and before 9:00PM.)

BIECH 'N' DOG FOOD FACEORA

Do you hear that? It's the sound of a phone ringing. This may remind players of how they got jobs in previous GTA games. You can answer the call on the next block to the east to begin jobs for Marty Chonk, the owner of the Bitch 'n' Dog Food plant. However, let's just keep Luigi, then Joey, happy for now.









industrial I Portland







LUIGI 4: PUMP ACTION PIMP

LUIGI 4: PUMP ACTION PIMP

Payoff: \$4000

JOB DESCRIPTION: Knock off Diablo pimp invading Luigi's

backyard with a firearm from AmmuNation.



Leave the Sex Club 7's back alley and head to the Green Gun icon on the radar in the St. Mark's area. Enter AmmuNation and notice the two "out of stock" gun selections they have. The owner of the shop says there's a nine in the yard behind the shop.

ammunation

Keep this place in mind after this job so you can return to buy weapons instead of risking the Wanted Level when stealing them from people. Avoid shooting a gun inside the shop because the owner has his own shotgun!



Pick up the piece back there and practice your shooting skills (see *Chapter 1: Game Basics*). Be aware that shooting in the city will attract cops. The gun you found has only 12 shots, so don't practice away all your rounds.







Jump into a car and head toward the red blip on the radar. This is the pimp's car.



Try to catch the car while it's stopped at a light or in traffic. If you don't get this chance, then swerve your vehicle into the Diablo Stallion's path to force a stop. These thugs are very evasive and will even attack you when provoked—with or without their car! Exit your vehicle and enter the driver's side of the Diablo car to throw the driver to the ground.

stattion damage

The pimp will not exit the car until damage is done to the Diablo Stallion.

Quickly exit the vehicle, then select your gun, target with the Left Trigger, and shoot the driver until he doesn't get up. Be careful, he's got an Uzi!

Enter the Diablo Stallion once more. You'll be safe with the pimp in the car as long as he stays put. Drive to a remote area without any cops, then enter the passenger side to eject the pimp. Shoot him before he has a chance to get up and put him down for good.

HENCE, LHE PUMP ACTION

The pimp has a pump action shotgun, so move continuously while you have him locked in your sights.

persistent oriver

This is very cool. If you don't knock off the driver and take off with the pimp, the driver will steal a car and give chase. You must take out the driver, as well as the pimp, to complete the mission, so track him down if he doesn't find you. Look for the green blip on the radar.

ALTERNATIVE STRATEGY

Just keep banging their car up with yours until either one is about to explode, then flee the scene before the exploding car takes them both out!

ADVANCED Strategy

Finding 20 Hidden Packages gets you the Uzi. Use the drive-by shooting move to plug their car full of lead. Then remain in your car for the added protection and pop the two hoodlums when they bail out. If you need to bail out of your smoking vehicle, run away from them with your vehicle between you and the hoodlums, and they will run near your car as it explodes. If the explosion doesn't get them, select the Uzi and keep moving as you target the two thugs, one after the other, until the reward money is yours.

GUN SCOCKED

Upon completing this mission, a message appears in the top-left corner of the screen informing you that you may now purchase the pistol at the AmmuNation Gun Shop for 250 bucks.

LUIGI 5: THE FUZZ BALL

Time Limit: 5 minutes

Payoff: \$4000

JOB DESCRIPTION: Get Luigi's girls to the Policemen's Ball before the cops drink away their green.



There are eight girls to pick up and deliver to the old school where the Policeman's Ball is being held. You need to deliver only four of them to pass this mission, but you get 500 dollars for each girl that makes it to the ball. The trick to this mission is having the right vehicle. Most vehicles with a decent back seat will fit three people—vans, cabs, sedans, or police cars.

BUS Station

If you thought about bringing a bus (Coach) from the Trenton bus station to Luigi's before you started the mission, you're not alone. The bus will fit everyone that needs to be picked up, but you may run out of time because it's so slow.

Fill your vehicle with three girls, then drop them off at the ball and quickly go back for more.



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Protect the Girls!

POLICE REPORT

PRIMARY SUPP PAGE

You will fail the mission if just one of the girls gets run over.



Head south from Luigi's around the next block (Chinatown) to pick up the closest girl. Continue due south for the next girl by the traffic-blocking posts.





Next, head toward the pink blip on the radar (the Policeman's Ball), then pass it as you head south to Trenton to get the third girl. Take all three ladies to the ball and stop in the Blue Marker to let them out. Handbrake power slide into the Marker so that you are facing away from the building for a quicker getaway.

ADVANCED StrateGY

By delivering all eight girls to the Policeman's Ball, you can get a \$2000 bonus! This is a difficult task using a four-door car, but with a bus, it's a breeze. If you really know your way around town, using the Coach from the Trenton Bus Station is the way to go. If not, you risk running out of time. We consistently ended up with around 40 seconds remaining when we used the bus!



If your vehicle has suffered major damage, then quickly hop into one of the cruisers in the old school's lot for a new ride.



On your next trip, return to Trenton and pick up the girl standing in front of the Portland Docks billboard. Head north and take the next right to get the "girl on the corner" in St. Mark's, then turn around and get back on Portland Docks street and drive north. Take the first right again and you'll see the last girl you can fit in the car. Bring the three of them to the ball. There are two remaining girls—one's in Harwood near the car crusher and the other is on the overpass south of there.

COMPLETELY DIFFERENT

You can pick up the girls in any order you want, but their locations cause you to find quicker routes to pick them up. Following a route that's the complete opposite order from the way mentioned in this section is a good alternative.





Joen reove



JOBA 1: WIKE "FIBS" FARE FRUICH

Time Limit: 6 minutes

Payoff: \$10,000

JOB DESCRIPTION: Steal "Lips" Forelli's car at the St.

Mark's Bistro, take it to 8-Ball's bomb shop in Harwood to have it fitted with the bomb, then return and park the car where you found it.





Past car

Find a fast and durable car before entering Joey's Garage for a head start on the countdown that starts as soon as you exit the garage.

The Clock is Ticking!

POLICE REPORT

PRIMARY SUPP PAGE

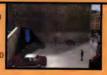
If you don't have everything set up in five minutes, Lips will be done eating and you'll fail the mission.





Speed to the edge of St. Mark's district and pull into the parking lot of Marco's Bistro (notice the faded green painted sign on the wall of the building next door). Park next to the black car with the Blue Arrow over it. If you reach this point within a minute, you're doing great.

Enter the black car (Idaho) and carefully drive it to 8-Ball's for a bomb. There is enough time to go to Pay 'n' Spray if necessary, but avoid even scratching the car to save the \$1000 it'll cost you to have it fixed. Lips will notice even the slightest scratch, so be very careful.





8-Ball's place shows up on the radar as a black 8-Ball with a red ring around it. Once you arrive, your worst nightmare awaits. 8-Ball's driveway looks like the trenches of WWII. Gently pull the car into the garage at the end of the dirt path. If you've still got a couple of minutes on the clock when you leave 8-Ball's, then you're doing fine.



Drive Carefully!

POLICE REPORT

PRIMARY SUPP PAGE

Significant damage definitely necessitates a trip to Pay 'n' Spray—and you can kiss \$1000 goodbye!



Park the car back into the same spot at the Bistro (in the Blue Marker). Pull straight in and make sure you leave it exactly as you found it.



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JOES 1: MIKE "LIPS" LAST LUNCH

When it's all good, press the Right Trigger to activate the bomb. The next time the engine is started, the bomb will explode. Get out of the car and don't touch the controller until you automatically close the car door! If you dart off too quickly, you'll leave the door open and Lips will definitely know something's up.

It's Da Bomb!

POLICE REPORT

PRIMARY SUPP PAGE __

If the door is open and the bomb is set, don't try to re-enter the car to close the door.

If all goes well, Lips will exit the Bistro and start up the car—and Boom! There goes his lunch.

лоея 2: Farewerr "Сипина" гыс сноие

Pasoff: \$10,000

JOB DESCRIPTION: Take out "Chunky" Lee Chong in Chinatown for Joey.





After receiving the details of your new job for Joey, head to AmmuNation for a piece. If you already have a gun, then fuhgetaboudit!



Head to the green blip on the radar (Chunky in his stand) in the market area of Chinatown—this area is blocked off to cars.

Pull out your piece and use the target button to pick out the Triad gang members—they're the ones with the blue coveralls wielding bats and guns. You don't have the time to waste on civilian incidents and you can't spare your ammo on them right now anyway.

Two guys with bats and another one with a gun show up. Use your selective aim to take the guy with the gun out first, then dispatch the Triads with bats. You'll probably alert the cops, so don't stand around too long. Get a car and chase after Chong, who's on his way in a getaway car.







If you get too far away from Chunky Lee's car, he'll get away and you'll lose the mission. Stay close and ram his vehicle. Get him jammed where his car won't move and then pull him out of the vehicle. Get out and chase Chunky as he runs away. Beat'm, shoot'm, and do whatever it takes to delete him.

Joey 3: Van Heist

<u>Terms: Don't Let securicar get away!</u>

Payoff: \$20,000

JOB DESCRIPTION: Get a car and ram the payroll van in Chinatown until the security guard bails, then take the van to the warehouse at the Portland Docks.





As you exit Joey's Garage, notice the blue Damage Meter under the Wanted Level. This is not your damage; it's the Securicar's. Jump into your car and track down the Securicar—look for the red blip on the radar.



When you find the Securicar, ram into it repeatedly and watch the Damage Meter. Your vehicle will most likely be weaker so you'll eventually have to bail out of it. Slow the Securicar down with your car and quickly find another to continue the chase.

Once the Damage Meter is maxed, the driver will run off. Seize the Securicar and drive it to the lock up at the Portland Docks (follow the pink blip on the radar). Pull into the open storage room, then get out and exit the room. Joey's boys will crack it open for the loot. Collect a whopping \$20,000!







EL BUPPO

After finishing this van heist for Joey, El Burro will page you. He's heard about you and wants to race. You can go now, but let's deal with Joey's jobs first.

cracker reminder

After completing this mission, you'll receive a random page. This page reminds you that you can now bring any stolen Securicar to the same location at the Docks to be cracked open and looted.

JOEY 4: CIPCIANI'S CHAUFFEUR

Payoff: \$3000

JOB DESCRIPTION: Take Toni to Mamma Cipriani's restaurant in St. Mark's.





As you pull out of the garage in the new shiny Mafia Car, Toni asks you to take him to the laundry in Chinatown first. He says he has business to take care of and he's not talking about a load of whites. He says the washer woman isn't payin' protection money anymore.





Head to Chinatown, following the blip on the radar. When you stop in the Blue Marker outside Mr. Wong's Laundrette, Toni gets out of the car, enters the laundry, then quickly runs back out and into the car. It's a Triad ambush! Drive quickly to St. Mark's and into the small parking lot with the Blue Marker—this is the Cipriani Restaurant. You must make sure that the cops are off your tail, so lose the Wanted Level if you have one.











Afterward, Cipriani laughs at the thought of the Triads thinking that they can mess with him. He invites you to come over later so you can take part in the revenge plot.

THE UZI'S IN SCOCK

Upon completion of this level, you'll receive a page from AmmuNation Gun Shop informing you that you can now purchase an Uzi! However, you can get one for free on the next block to the south of Toni's. Just follow the sloped alley up to the middle concrete enclosed yard.

ADVANCED STRATEGY

Take out all four Triads who rush in to attack Toni and win a bonus \$2000! Not bad, considering you make only \$3000 for getting Toni through this. Either run over the Triads or perform an Uzi drive-by shooting. Two Triads will run out of the Wong's Laundrette. Mow them down with some firepower, and two more Triads will come running, one from around the corner to the north and one from across the street to the west. You'll hear a bell chime when you've received the bonus.

JOEY 5: DEAD SKUNK IN THE TRUNK

Payoff: \$10,000

TOB TESCRIPTION: Take the car stuffed with a stiff at the café near Callahan Point to the crusher in Harwood.





Jump into your stolen vehicle and follow the red blip on the radar to Greasy Joe's Diner in Callahan Point. The Blue Arrow points to the car you need to pick up—it's parked right in front of the diner. As you enter the Manana, you discover the Forelli brothers have planned a little ambush. Their car is parked in the same lot and they're out for blood!

Take off quickly and try to evade the pursuing Forelli's, all the while keeping in the general direction of the car crusher (denoted by the pink blip the radar).

Once you've lost the Forelli car, park the Manana in the Blue Marker before the crusher and exit the vehicle. Unless you're certain that the Forelli's died in a wreck during their pursuit, then don't stand around watching the crusher too long. They may still be hunting you down and will eventually find you.

Listen for gunfire because the Forelli thugs could have exited their vehicle. Take out any enemy that threatens your life. You can enter the van (Pony) in the junkyard and run them over or just handle them in a shootout. Killing the Forelli is not a requirement for collecting the \$10,000 reward. When the car is crushed, you'll receive your payment.



ADVANCED Strategy

If you don't have Grenades at your Hideout from collecting Hidden Packages, then head into the tramp tunnel near 8-Ball's or Supa Save and take the four Molotov Cocktails from the burns.

Which Forelli vehicle you take out is entirely up to you. As soon as you attack one, the other will try to find and run over you. Walk up to the parked Forelli car in front of the tunnel under the Callahan Bridge. Without touching it, drop a Grenade beside it. Or stand back, toss a couple Molotov Cocktails, and then quickly enter the vehicle that you used to drive here just in case the other Forelli finds his way out of Greasy Joe's lot.

Drive up the grassy mound on the backside of Greasy Joe's and exit your car. Hop up to the rooftop of the Diner and toss Molotov Cocktails or Grenades down at the remaining Forelli car, making sure not to destroy the car with the stiff in the trunk. You'll find that the Forelli car is tracking you, so if you walk to the side of the Diner, it will follow below. Once the Forelli brothers are toast, the rest is simple. Enter the Manana and take a leisurely cruise to the car crusher.

ЈОЕЧ 6: ТНЕ СЕБАШАЧ

Payoff: \$30,000

JOB DESCRIPTION: Take a car to the safehouse in St. Mark's to pick up a few of Joey's friends who are hitting a bank.



Find a very fast car that seats four (a four-door). The Mafia Car will do nicely. Follow the pink blip to the driveway in St. Mark's, then stop in the Blue Marker and honk the horn to let them know you're waiting. After the three Mafia men enter your vehicle, head for the bank.

Follow the pink blip on the radar to the Blue Marker in front of the bank in Chinatown. The men in black will go in, rob the bank, and come out quickly. When you hear the alarm sound, hit the gas and get out of there! The cops are going to be all over you like stink on a skunk. You'll be given a Wanted Level of 3.

As you run from the cops, find the Police Bribe (star icons) in their usual places to reduce your Wanted Level or just go to the Pay 'n' Spray to take care of all three Wanted Level stars. Follow the pink blip back to St. Mark's and the Blue Marker in the driveway where you originally picked the men up. You won't feel so bad about paying \$1000 for a paint job after collecting your \$30,000 reward for completing the mission!

ADUANCED StrateGy

As you leave the bank in Chinatown with a Wanted Level 3, it's still a great idea to pick up the Police Bribe from the alley north of the bank. Instead of wasting money at Pay 'n' Spray, head to your Hideout and pick up the two Police Bribes you've collected from 20 successful Vigilante Missions. These, along with the Bribe you collected in the alley, will get the cops off your back entirely.















toni cipriani

TONI 1: TAKING OUT THE LAUNDRY

Payoff: \$20,000

JOB DESCRIPTION: Destroy all of Mr Wong's laundry vans and mangle anyone who gets in the way.



Before leaving Toni with his mom, he tells you that 8-Ball has what you need to get the job done. Actually, you don't need to pick up the grenades from 8-Ball—they're good to have, but not necessary.



There are four vans running around town; each is appears as a red blip on the radar. The object is to destroy the vans. You don't need to throw grenades at them to do this. There are many ways to get rid of a vehicle, as you already know. Be creative—you can shoot them, throw the drivers out, and then enter the vans.











Being at the steering wheel opens up an endless number of opportunities. Drive them to the Portland Beach, park them at the edge of the sea, and let them roll in and sink under the water. Push them off a pier using another vehicle. Take them to the crusher. Get them fitted with bombs at 8-Ball's. Roll them, ram them—whatever it takes to destroy all four of them. Do this and Toni pays you \$20,000. Not bad, not bad at all! Except that now you'll have to do your own laundry.

TONI 2: THE PICK-UP

Payoff: \$10,000

JOB DESCRIPTION: Collect the recently reinstated protection payment from the laundry, prepared for another Triad ambush.







Follow the light blue blip on the radar to Mr Wong's laundry, then drive around to the back loading docks through the connecting alleyways. You'll see the briefcase with the Blue Arrow over it. Park close to the money with your vehicle directly facing an exit from the alleyway before you get out.

Toni was right... it's going to get ugly. As soon as you jump out of the car and grab the briefcase, a cinematic will show a mess of Triads coming from all three exits!

Quickly jump into the car and run over anyone in your path. Before entering the street, press the Right Thumbstick Button for the rearview visual, then throw the car into reverse to run over anyone you missed. Keep going until you've hit the opposite street. Enter another time and head down the third alley just to make sure you got them all. The alley is so narrow that there's nowhere for them to run!

The alleyway facing the loading doors happens to be blocked by the last Triad member who's commandeered a large Belly-Up truck. Shoot him or take his truck and run him over.

Take the money back to Toni and he'll give you your cut... 10,000 big ones!

ADVANCED Strategy

Your weakest moment in this mission occurs when you pick up the briefcase and the time that it takes you to enter your car afterward. Maximum Health and Body Armor is a must. Plus, a fast, durable car is also needed. The easiest way to accomplish all this is to head to the parking lot east of Cipriani's restaurant. Walk the ledge around the building, where there's always a Mafia Sentinel parked, and follow the ramp down to an enclosed secret area. In this area, you'll find Body Armor and an AK47 power-up. On the opposite ledge, as you return to the parking lot, there is a Health power-up. Take the parked Mafia Sentinel to the pickup location to squish the Triads under your wheels.

toni a: saluatore calleo a meeting

Payoff: \$15,000

JOB DESCRIPCION: When you arrive at Cipriani's Restaurant, you'll find a letter but no Toni. The letter reads: Don Salvatore has called a meeting. I need you to collect the limo and his boy, Joey, from the garage. Then get Luigi from his club, come back and pick me up, then we'll all drive over to the boss's place together. Those Triads, they don't know when to stop. They want a war. They got a war.

Head to Joey's garage in Trenton (the pink blip on the radar) and step into the Blue Marker. Inside, you'll find yourself behind the wheel of a limo and Joey will hop in the back.





The "Stretch" limo is no sports car, but what a looker! It's very sluggish and will take a while to climb hills, so try to avoid slowing down before inclines.







TONI 3: SALUATORE CALLED A MEETING



Follow the next blip to Luigi's club in the Red Light District and park in the Blue Marker. Honk the horn and Luigi will join Joey in the backseat.



Finally, head to St. Mark's to pick up Toni. Before you sound the horn, make sure the limo is facing toward the alley across the street where the Toyz van is parked.

As soon as Toni hops in, multiple Belly-Up trucks will come from either direction on the main road and slam into the limo until it is destroyed! If any of the bosses die, the mission will end unsuccessfully. The alley is the only escape route—no trucks will be come from that direction.



If you step on the gas as soon as control returns to you following the cinematic, you'll have time to dart into the alley and begin your escape route to Salvatore's house in Portland Beach (the blip on the radar).

Make a few rights as you exit the alley with the Toyz van and continue to follow the blip. When you reach Salvatore's driveway, you'll see two Belly-Up trucks blocking the way.

Swing around and come at them from the south. There's a space between the back of the first truck and the edge of the apartment building. Squeeze through here to make the driveway. You'll run over a guarding Triad in the process.

When you pull up to Salvatore's mansion, the garage door will open, allowing you to park the limo inside and escape the madness. The Don is pleased with your work and you collect \$15,000!

THE BOYS ARE BUSY

After meeting Salvatore Leone, the bosses you brought here will not offer any work until you take care of the Don's first request. Head toward the big "S" on the radar to pick up the first Salvatore Leone job.





salvatore Leone

saluatore 1: chaperone

Payore: \$10,000

JOB DESCRIPTION: Drive the Don's girl, Maria, to a party in the Atlantic Quays, then bring her home without any trouble.





Drive the limo to the waterfront in Chinatown near the El Train Station. Move into the Blue Marker and Maria will exit the limo to talk to Chico about a party. When she returns, head to the Atlantic Quays where you'll find a party heating up in a warehouse.



Similar to the last limo mission, the positioning of the vehicle when you park is key. Pull into the parking lot, then turn around so that the nose of the limo is facing the main street and the back is facing the sea. When you stop in the Blue Marker, Maria will get out and enter the party in the warehouse. Hang tight, she won't be long. The cops are tipped off on the party and initiate a raid on the rave!

Luckily, Salvatore has a police scanner installed in the limo and you're ready for a quick getaway As soon as Maria gets in the car, speed forward through the crowd of cops and wiseguys.





Take her back home as quickly as possible. You'll have a Wanted Level 2 and tons of cops looking for you! Park the car in Salvatore's garage again to finish the job. The Don pays pretty well... \$10,000!

maria cars

You won't have to look long for a nice ride when you're at the Don's house. Those two Mafia cars in the driveway are yours for the taking!

IMPORT EXPORT GARAGE

After this mission, you'll receive a page from the Import Export Garage at the Portland Docks. See p.108 of this guide for more details on this and other auto theft operations.

TONI 4: Trians and Tribulations

Payoff: \$30,000

JOB DESCRIPTION: Take a few of Toni's boys down to the fish market in Chinatown and whack the Triad Warlords, along with any of their soldiers that get in the way.

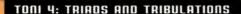


Two men in black follow you as you leave Toni's patio. They will continue to follow your every move—in and out of vehicles, in and out of battle—until you or they die. Don't worry—they're on your side.



industrial I Portland





State of Emergency!

POLICE REPORT

PRIMARY SUPP PAGE

There's a war on the streets! Three outfits are battling amongst themselves and you're caught in the middle. Try not to huff in on foot too much. Drive as often as possible to avoid intentional fire and crossfire attacks.

Jump into a car and wait to take off until both men have entered the vehicle. Head to any one of the three green blips on the screen. Each one will lead you to a Triad Warlord and his surrounding soldiers.

CHINACOWN Warloros

One of the Chinatown Warlords is located in the same parking lot as the stairs that lead up to the







Chinatown El Train station. Using your car as a weapon is the safest way to eliminate this Warlord. His many soldiers make this area very unsafe. Cops will more than likely be alerted and thrown into the mix, too.

The Warlord is the guy with a Blue Arrow over his head. Take him out and don't worry about the rest of the gang unless you want to augment your arsenal with a few more weapons by participating in the street wars.

BELLY-UP

A Belly-Up truck is parked in the lot where this battle takes place. Before you leave this area, take the truck or one of the many just like it—you'll need it when you leave Chinatown.



There is one more Warlord in Chinatown and he's hanging out in the fish market area (the area blocked off to vehicles). It's going to be a gun battle. Run through the market area, then press the Left Trigger when you approach the Warlord, standing alone in the middle of the market walkway. This will allow you to auto-track him as you shoot him up.

сацианая роіль шагього

In a Belly-Up truck, follow the green blip on the radar. Pull onto the dirt road off of the main street and approach the Turtle Head Fishing Co. warehouse's electric gate. The gate will open only for the Belly-Up truck that you've commandeered. Drive around the building, running over soldiers until you can squash the guy with the Blue Arrow looming over his head. Once you've taken out the Warlord and most of his soldiers, jump out of the truck and pick up the special Package in the back of the building.



pager message

After finishing off the Warlords, Toni will page you with an urgent message concerning another important job. Take it.

ADVANCED STRATEGY

If you're running low on health and still have the Callahan Point fish factory Warlord to take out, you can avoid confrontation altogether. Walk around to the opposite side of the fish factory—the north side, opposite the electric security gate. Climb the tall, grassy mound to look over the wall and see the backside of the factory. You'll see the Warlord on a loading dock with a few of his cronies around him. Throw a Grenade or Molotov Cocktail over the wall and onto the Triad gang. Watch to make sure they don't get up. If they do, throw another one. There is no way that their bullets will find you from this vantagepoint.

TONI 5: BLOW FISH

Payoff: \$30,000

JOB OPSCPIPGION: Carefully drive the Trashmaster rigged with a bomb to the fish factory and park it between the gas canisters. Set the bomb, then get the hell out of there!



The red blip on the radar will direct you to 8-Ball's. Once you arrive, head to the left of his garage to the train tracks to find the giant Trashmaster. Jump into the driver's seat and get a feel for the handling—quickly. You have less than two-and-a-half minutes to deliver the bomb to the fish factory!





Drive very carefully. You really don't have to worry about your speed, since it's not really possible, but you do have to be very good at navigating the roads. Don't hit anything. It will sustain small impacts, but it's hard to predict just what might trigger the bomb inside the truck.

Take It Easy!

POLICE REPORT

PREMARY GUPP PAGE



Drive this Trashmaster the way you would if your mother was in the passenger seat next to you. She may not be proud of your job (Trashmaster or crook), but consider the wheels you can afford.

Follow the pink blip on the radar all the way to Callahan Point, into the Turtle Head Fish Factory's electric gate. Go to the opposite side of the building to find the Blue Marker. Press the Right Trigger to activate the bomb, then exit the Trashmaster and head for cover!

ADVANCED STRATEGY

As soon as you pick up the Trashmaster, turn around and head south into the tramp tunnel. You can take this route as far as the Portland Docks without the threat of a collision with another vehicle. Exit the tunnel, take a right beside the Supa Save, and then take a left and head south out of the main entrance, toward the docks. Remain on this road until you reach the intersection near the Callahan Bridge. Then take a left and another right at the next intersection. Just across the street is the dirt road that leads to the fish factory. Park the Truck, set the bomb, and let the mackerel fly!

saluatore 2: Cutting the grass

Payoff: \$15,000

JOB DESCRIPTION: Follow Curly Bob's taxi home from his bartending job at Luigi's club. If he's been rattin' on Salvatore, kill him.



Take one of Salvatore's Mafia Cars and head over to Luigi's Sex Club 7 in the Red Light District. Park north of the entrance and watch the taxi on the corner in front of the club. Curly will come out of the alley and enter the cab.











SALUATORE 2: CUTTING THE GRASS



A Spookometer will appear below your Wanted Level. The object is NOT to spook Curly. Don't let him know he's being followed. Stay several car lengths behind him to avoid registering anything on the Spookometer, but stay close enough to keep him in sight. The cab does not appear on the radar, but a Blue Arrow identifies it on screen.



Follow Curly to the Portland Docks. A cinematic will show him leave the cab and talk with Catalina and Miguel. Turns out Curly's spilling the beans afterall. He tells the Colombians that the Leones are in a war on two fronts. They've got a turf battle with the Triads and are stirring up bad blood with the Forelli family—and Salvatore is suspecting everything and everyone.

When control returns to you, you get the "go" to whack Curly for talking. Locate him on the radar (the green blip). Run over him with the car or shoot him Mafia style. Be careful, though—he's toting a shotgun. Curly Bob is near the trailer offices in front of the large warehouse. Jump out of the car and find the Adrenaline power-up surrounded by the trailers, then smack him with super human strength! When the deed is done, you collect the dough... \$15,000 to be exact.



pager message

If you haven't already taken care of the Triads and Tribulations job for Toni, then he'll page you when you complete this job for Salvatore. He says he wants you to take care of the Triad Warlords. This must be done to receive Salvatore's next job.

ADVANCED Strategies

curly pare

Instead of following the Taxi, be the Taxi. Steal a Taxi after taking the job from Salvatore, and park it behind the Taxi waiting for Curly Bob at Luigi's Sex Club. When Luigi exits the bar, he'll enter the first taxi he gets to—yours! Now there's no Spookmeter, so no sneaking around. Just take him to the blue marker in Portland Harbor. When the cut scene conversation ends, waste him in whatever style you deem necessary.

Beat 'em there

Because you know where Curly Bob is headed, hide there and wait for him to arrive. From Salvatore's, head straight to the Docks of Portland Harbor, and ascend the stairs on the side of the warehouse, just beyond the Police Bribe under the tower. Climb the first flight of stairs and stop just before you reach the landing. Make sure that you remain on the south side of the warehouse and not the east—Bob will see you there. Wait for him to arrive and have his tête-à-tête with the Colombians. As soon as the meeting ends, Bob will appear at the bottom of the stairs on which you're standing. He won't see you, though. Drop a Grenade or Molotov Cocktail over the rail down on Curly, or target him with one of your weapons, preferably the Uzi or AK47.

saluatore 3 & 4: Bomb da Base

Payoff: \$150,000

JOR DESCRIPTION: Destroy the floating SPANK factory with explosives from 8-Ball,



Take a Mafia Car over to 8-Ball's (the green "8" on the radar). When you arrive at your buddy's auto yard, head around to the side of the building adjacent to his bomb-fitting facility to find a Blue Marker. Step into it. One of two things will happen, he'll either help you or he won't. It will take \$100,000's worth of explosives to sink the ship—and this comes out of YOUR pocket!

BOMB DA BASE (PARES 1 & 21

Part 1 of Bomb da Base ends as you leave Salvatore's house. Part 2 begins when you enter the Blue Marker at 8-Ball's auto yard with enough money to give to purchase the expensive explosives.

8-Ball may be your pal and all, but he won't take an IOU, so you'll have to come up with the money if you don't already have it. If you've been following along with the guide and have completed all the missions up until now, you'll either have the money or come real close, depending on how many times you've lost money from going to the hospital, getting Busted, or paying to have your cars painted. Take any of the little missions like Marty Chonks, the Toyz vans, or the Patriot Playground to make up the difference. You could even try to find more of the Hidden Packages, attempt some jumps and stunts, or take some Taxi jobs... the list goes on and on. There are plenty of ways to make trouble and earn some cash.



When you've got the dough, 8-Ball hands you a sniper rifle. Enter the nearest vehicle (there's usually a van in front of the auto yard and the Banshee in the AUTOS dealership is not far). Allow 8-Ball to enter the vehicle before taking off without him. If you smash or have to leave your vehicle, 8-Ball will follow you.





Follow the pink blip to Portland Harbor and enter the Blue Marker near the docks. 8-Ball instructs you to find a good vantage point to shoot while he sets the explosives.

As 8-Ball heads for the colorful storage containers, you should take the car toward the Les Cargo ship. There's a set of stairs leading to the roof on the corner of the building facing the ship. Climb to the first landing for a great view of all the Colombian guards on and off the ship.

SNIPER RIFLE CONTROLS

Press and hold the Left Trigger to target; the X Button zooms in; the A Button zooms out; and the Right Trigger fires. Aim true... you have 30 rounds of ammo.



Since 8-Ball will start up the ramp to the ship as the first shot is fired, it's best to take out the two guards watching the ramp first. In fact, the whole mission can be accomplished by starting with the left-most guy (next to the ramp), then taking out the guy on the right, and then continuing to dispatch the guards from left to right aboard the ship.



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SALUATORE 5: LAST REQUESTS



Aim for the noggin to see the killer head shot animation, although a hit anywhere on the body of these Colombians will put them down for good. When you shoot the first guy (left of the ramp), the second (right of the ramp) will run for cover behind the Colombian car. His entire upper body will still be visible though and you can get a good shot from your position.

Quickly clear all 10 guards on the ship before 8-Ball makes it up there or else they'll start shooting at him as he approaches. To make it easy on you, take aim at the head of the first guy near the ramp onboard, take the shot, and then avoid adjusting the up and down aiming until you have to. Just use the left and right aiming to focus your shot at the rest of the Colombians. You will need to raise the scope only if you want to hit the guy standing on the crates in the head and not in the legs, but this is not necessary. A leg shot will do.

When done correctly, 8-Ball will run into the hull of the ship, plant the explosives, then run back down the ramp just as the ship explodes and sinks. You not only earn \$150,000 from this job, you'll also have access to the Colombian cars near the sinking ship. These vehicles are pretty tough, but they roll over easily.

saluatore 5: Last Requests

Payoff: \$20,000

108 DESCRIPTION: Take a brain-splattered car parked around the block from Luigi's Sex Club 7 to the crusher.





Follow the red blip to the sports car behind Luigi's. When you enter Chinatown and the Red Light District area, you'll receive a page. Pay attention to the message—it will save your life. It's a page from Maria, Salvatore's girl. She says the car is a trap and you should meet her at slip south of Callahan Bridge. You'll now see Maria indicated by a pink dot on the radar.

поп'ь пеео а снееьан

If you enter the Cheetah in the alley, you won't have enough time to escape with your limbs attached. The car is rigged with a bomb. Could & Ball be involved in this plot to assassinate you?





THE SLIP

Drive into the tunnel near the Callahan Bridge in the Red Light District and you'll emerge at the slip in Callahan Point. Drive into the Blue Marker at the end of the road and a cinematic will show Maria spilling her guts about Salvatore.



DON'T FEAR THE REEFER

You, Maria, and her friend, Asuka, step aboard the Reefer and leave Portland. The boat controls are similar to driving a car except there are no brakes, just reverse. If you've never navigated a boat before, you'll quickly learn that you must give it gas to turn. When you press the Y Button to stop commanding the Reefer, you won't hop out of the boat automatically. You must do this manually if there isn't a Blue Marker to pull into.

"sea" the раснасе?

Have a look around just off the shores of Portland. You'll find a Hidden Package on a small island of rocks. You may not be able to get back on the boat (it may float away), but you'll still have your Package if you end up at the hospital.

Navigate toward the pink blip on the radar. This is the Blue Marker at the docks in Staunton Island. After being welcomed to Staunton Island, the girls depart. Asuka directs you to a place where you can lie low for a while—your saving Hideout at the edge of Belleville in Staunton Island. When the mission ends, you'll have \$20,000 more in your pocket. Take this time to explore and save your progress at your new Hideout.

staunton Island

You now have access to the entire area of Staunton Island. Take this time to get familiar with the roads and the people and the cars. There are lots of nice sports cars and SUVs to be had.

commuting

All the routes between Portland and Staunton Island are now accessible—the Callahan Bridge is fixed, the Subway is open, the underwater tunnel is available, and there are boats at the docks.

eu crane page

You'll receive a page from someone in Portland Harbor after completing this mission. The Emergency Vehicle Crane behind the Import Export Garage at the docks is open for business. Check it out

Last Hidden Pachage

If you picked up Hidden Package #32 (see our map on p.110) from the island near the Callahan Point slip, then there's only one left in Portland, Return to Portland and take Hidden Package #33 from the Subway station in Chinatown.







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INDUSTRIAL DISTRICT EXTRA MISSIONS

The following jobs are not necessary to complete the game, but you'll miss out on a bunch of money and fun if you don't take them.

EL BUTTO

EL BUPPO 1: TUPISMO

Payoff: \$10,000

108 1085011951001: After getting El Burro's page, head to Hepburn Heights and follow the blue blip on the radar. Answer the phone and accept El Burro's challenge to a race by the old school hall.





Before entering the automobile you drove to the phone booth, look around for a Diablo Car. They're almost everywhere you look—if you don't jump into the car you drove up in. Take a Diablo Car to the pink blip on the radar, near the Callahan Bridge and the old school hall. Pull into the Blue Marker next to the other Diablo Cars and watch the 3-second countdown.

Find Your OWN Ride!

You cannot use the three Diablo Cars waiting to race. The doors won't open and they may even shoot at you for trying. You must race against the three Diablo Cars.

As the countdown ends and the tires begin to scream, wait a second and let the three Diablo Cars take off ahead of you. This is a guiltless maneuver for various reasons. First, you'll know where you are going if you follow closely behind the Diablos (the race will take you through various Portland checkpoints). Follow the Diablos for the best route.

Secondly, the Diablos are nuts! In the first few turns, they're all trying to take each other out! Let them, then follow the lead or take your own lead while they recover from some serious twisted metal.

If you're in the lead, watch the radar closely to find the nearest pink blip—this will lead you to the next checkpoint marker.

THE SWILCH

If your car is getting trashed, grab a Mafia Car or something else equally as swift. You don't have to be in a Diablo Car to finish the race successfully.

This is a pretty lengthy race that'll send you around the city a few times on different streets. There are 18 checkpoints, including the red one at the finish line just beyond the old school where you started. The race should take you about two minutes to complete. The reward for a first place finish is \$10,000!

na nuar

After completing all of El Burro's jobs, the phone in Hepburn Heights where you take his jobs will continue to ring. You can answer the phone to replay Turismo again and again. You'll notice on the Stats screen that there is a Turismo best time listing. This doesn't mean you didn't complete the job; it's only there so you can continue to better your time.

ADVANCED StrateGY

It is possible to obstruct the road in front of the Diablos so that they get a horrible start to the race. You can park a few trucks or cars in front of the Cheetahs (sometimes your roadblock disappears when you're out stealing a second or third vehicle to add to the obstruction). Here are two very important tips. One, don't touch the Cheetahs with another vehicle, or the race will begin while you're stuck in a truck or something equally as bad. Two, don't try to do this if you've completed all the other jobs in Portland. If you do and you attempt to get out of your vehicle, the local Triad gangs will pummel you!

el Burro 2: I scream, you scream

Payoff: \$6000

JOB DESCRIPTION: Pick up the hidden bomb in Harwood, hijack the regular ice-cream van on its route, and lure the Forelli gang to their doom—a warehouse in Atlantic Quay.



First, you need to pick up the briefcase containing the bomb. Follow the blue blip on the radar over the overpass, a block away in Harwood. You'll see the Blue Arrow pointing to the briefcase in a small parking lot. Pick it up and search for the ice cream—follow the red blip on the radar. You should catch up to the van somewhere around St. Mark's. Block the van with your vehicle, then toss out the driver and speed away in your shiny, new "Mr. Whoopee" ice cream truck.

Follow the pink blip on the radar into the Atlantic Quays. Drive over the cones that line the entrance to the warehouse hideout of the ice cream adoring gang. Park the van in the Blue Marker, then press the Left Thumbstick and hold it as the melody plays to attract the sugar hungry gang. When the Forelli thugs arrive, exit the vehicle and move far away. Notice that there's a detonator in your hand. Once you reach a safe distance, push the Right Trigger to activate the bomb. KA-BOOM! \$6000 for you. Gather weapons from the carnage.

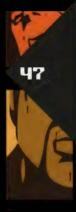
el Burro 3: Trial By Fire

Payoff: \$10,000

JOB DESCRIPTION: Pick up the flame-thrower and teach the Triad vandals to fear El Burro's wrath.



Go to Chinatown, following the gun icon on the radar to an alley where there used to be a Rampage power-up. That power-up is now a flame-thrower. This mission is very similar to a Rampage challenge: you must use a weapon with unlimited ammo to knock off a plethora of people in a certain amount of time.



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Take the flame-thrower out to the street and waste 25 Triads in two-and-a-half minutes. Head to the nearest intersection to get the most Triad traffic. The biggest thing to worry about is not burning yourself in the process. Try to keep your distance from the future crispies and don't burn anyone beside you—the fire will spit back in your face and cause you damage.

If you're having trouble finding 25 Triads, go a block south to the basketball court in the park. Triads like basketball, so you'll easily meet the toast quota here! When it's all said and well done, you'll earn \$10,000! Collect the weapons and head to the hospital if you need to recover from any burns.

EL BUTTO 4: BIG 'N' VEINY

Payoff: \$20,000

JOB DESCRIPTION: After getting the scoop in the phone booth, take the van and collect the trail of adult magazines, then deliver them to XXX Mags in the Red Light District.



El Burro's collection van is parked right outside the Hepburn Heights parking lot. Enter the Rumpo van and drive north through the bundles of magazines. You must follow this trail of magazines to find his stolen van. That's not the worst of it, though. You begin with only 20 seconds to finish the course! Every magazine bundle you drive through gives you an additional second... yeah, only one second. Stay on target and don't stray too far off the trail.



HNH mags

The pickups are not indicated on the radar as the checkpoints were during the Diablo Car race. This means you must keep an eye on the road. You DO NOT have to pick up all the magazines to accomplish this mission.



In the first stretch of the course all the turns are to the left (just in case you are looking for the magazine bundles when they disappear in the intersections). You'll head past Salvatore's home on your way to Chinatown from St. Mark's. Traffic will get a little heavier and the cars will try to spin you around as they zoom through intersections.



In Chinatown there is also a series of left turns until you near the fish market and the bank. At that point, you'll start with the right turns.

As you approach the Red Light District, the trail suddenly cuts to the south toward the Callahan Bridge.

Continue to follow the trail of porn through Callahan Point, then turn right into the Atlantic Quays—where the ice cream truck was detonated. Don't miss this detour; you'll need the bonus seconds.

The trail picks up again in Trenton. At the next intersection, when you can't see the next bundle, turn right to pick up the trail again. Swerve into the Portland Docks and follow the trail left through an alleyway. After a few more pickups, you'll see the stolen van with a Blue Arrow over it.

The thief is standing at the back of the van. Sandwich him between the two vehicles to squish him, then return the stolen goods to the back of XXX Magazines in the Red Light District (follow the pink blip on the radar).

correct van

Make sure you take the van you're driving to XXX Magazines. You've been collecting all the mags in your van, so the El Burro's stolen van is empty.

When you drive into the Blue Marker behind the store, a cinematic will show the men of Liberty City very satisfied by your delivery. You should be excited, too, with your \$20,000 reward! You will now see a stack of magazines at your Hideout, but they're just eye candy—you can't pick them up.











Marty CHONKS: BitcH 'N'

A phone is ringing a block east from Joey's Garage (after delivering Misty to Joey in mission, *Luigi 3: Drive Misty for Me*). Pick it up to get jobs from Marty Chonks, the owner of the Bitch 'n' Dog Food plant.

Marty CHONKS 1: THE CROOK

Payoff: \$1000

JOB DESCRIPTION: Pick up the bank manager in Marty's car and bring him back to the Bitch 'n' Dog Food Factory.





Walk up to the gate that's catty corner from the phone. It will open as you approach it. Head around to the back of the factory and find Marty's car behind a tractor-trailer. Nice wheels, Marty... it's a station wagon!

marty's cars

Marty always supplies his own cars for you to use on his jobs, so don't wreck 'em! If you destroy his cars, you'll fail his missions.





Drive the Perennial (and hope it lives up to the name) toward the green blip on the radar. This will take you to the Bank Manager outside his place of work in Chinatown. Simply drive him back to the Dog Food Factory, then enter the Blue Marker and stop. The banker gets out of the car, enters the factory, and gets whacked! The job's not over yet—take the car to the crusher to get rid of the evidence!

Follow the pink blip on the radar to the Harwood Junkyard, avoiding pedestrians to keep the fuzz off you. Drive to the back of the junkyard and enter the Blue Marker near the crusher. Stop the car in the marker and get out. Watch as the car gets lifted and squished! You now have \$1000 more than you did a moment ago. Return to Marty's for more work (the pink blip on the radar).



Crusher 24/7:

This crusher is operable at all times, even though the Blue Marker will not appear here again! Using the crusher is a great way to get rid of a vehicle. Just park the car under the magnet and clear out!

Marty CHONKS 2: THE THIEVES

PayorF: \$3000

JOB DESCRIPTION: Use Marty's car to pick up the insurance fraud thieves in the Red Light District, then bring them back to Marty at the Dog Food Factory.







Get into Marty's Sentinel, found behind the tractor-trailer inside the gates of the Bitch 'n' Dog Food Factory. Follow the green blip on the radar to the Red Light District where you'll see the two thieves standing outside a red painted café. Pick them up and take them back to Marty's inside the gates of the Dog Food Factory. Drive into the Blue Marker and stop. The two crooks will enter the factory to see Marty. As before, when dealing with paranoid Marty, he wants you to respray the car, then ditch it.





Take the car to the Pay 'n' Spray (the orange blip on your radar) and have it repainted. This time you're going to have to pay for the service! Dump the car by the road bridge in Chinatown.

car trougues?

If you ever get a car that's key to the mission stuck in odd terrain or can't get the tires to grip, exit the vehicle, find another one, and gently push the key vehicle out of the hazard. Re-enter the key vehicle and continue the mission.

Follow the pink blip to Chinatown and drive into the park, then stop in the Blue Marker near the bridge. You just netted \$2000 (after deducting \$1000 from your profits to paint the car). Oh, well... that's the cost of doing business in this shady line of work.

marty chonks a: The Wife

Payoff: \$2000

IDE DESCRIPTION: Use Marty's car to pick up his wife from Classic Nails, then bring her back to the factory.







This time Marty has an Esperanto waiting for you behind the factory. Exit the parking lot through the gate once again and head for Classic Nails in the Red Light District (the green blip on the radar). Take great care while driving this car and make sure that you don't hurt Mrs. Chonks either—her husband will do that himself. Follow the pink blip on the radar back to the Dog Food Factory and deliver the Missus to Marty.



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MARTY CHONKS 3: THE WIFE

After the dirty deed has been done dirt cheap, dump the car in the sea. There isn't a blip on the map this time to direct you to the watery grave, but you can't miss it.



For fun, head to the Portland Docks, then drive to the back to the actual docks. Pull up onto the freighter, "Les Cargo," using the ramp from the docks and turn to the left once onboard. Point the nose of the car toward the edge of the ship, facing the dock where there are no railings.

Get out of the car, run down the ramp, and get into the truck (Yankee) parked dead ahead against the colorful cargo containers. Drive the truck up the ramp of the ship and, from behind Marty's car, push the vehicle into the sea. Splash, splash, give me the cash! Cha-ching! \$2000 for completing the job.

marty CHONKS 4: Her LOVER

Payoff: \$4000

108 025COPCION: Take Marty's latest car to pick up his late wife's lover, Carlos, and bring him back to the factory.







Take the Stallion from the Dog Factory parking lot and head to the green blip on the radar. Stop at the apartment building in Chinatown where you'll find Carlos waiting for you—the guy with a Blue Arrow over his head!

Take the lover boy back to Marty's factory. When you pull into the gates, you'll finally see Marty, just standing there, waiting for his wife's fling. Stop into the Blue Marker. Carlos will exit the vehicle and take out Marty with a shotgun!

Oops! This ends the Marty Chonks jobs. But hey, you made some cash.





RC TOYZ

RC TOY2: Maria massacre

There's a light blue van with a painted white panel in St. Mark's alley, across the street from Cipriani's Restaurant. Hop in begin a little Toyz Challenge. You must control little RC race cars one at a time into the surrounding streets to destroy Mafia Cars. Press the Right Thumbstick to detonate the RC cars next to or under the Mafia Cars. You'll find that controlling these tiny assassins is no different than any other vehicle. When one explodes, the next will immediately launch from the Toyz van for another go. Destroy as many Mafia Cars you can in two minutes. You get \$1000 for each successful hit.



RC TOY2: DIABLO Destruction

Payoff: \$1,000 for each gang car destroyed

DOB DESCRIPTION: The RC Toyz Van, Diablo Destruction, is around the corner from the Hepburn Heights El Train Station. As with any other RC Toyz mission, you have two minutes to blow up as many Diablo Gang Cars (Diablo Stallions) as possible. Press the Right Thumbstick to detonate the toy, or ram into the tires of the gang cars.



Leave the parking lot by the stairs that lead up to the El Train. The RC car is already pointing in the correct direction each time it reappears after an explosion. Stick to the surrounding block as you look for Diablo Stallions—they will appear. You receive \$1,000 for each Diablo Gang Car you annihilate.

4X4 Patriot Playground

Jump into the Hum-V and begin the Patriot Playground challenge at the "Supa Save!" Grocery store in Portland View. You have five minutes to collect 15 checkpoints, which you may gather in any order. A quick cinematic shows you a few locations and what the checkpoints look like—glowing blue markers. The timer will start after you pass through your first checkpoint. Each one will credit you with 20 seconds. Collect all the checkpoints to earn \$20,000.

















C H A P T E R



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Staunton Island Hideout

Your new Hideout location is in Belleville Park (the pink house on the radar). Here, you'll have a garage for saving two cars, as well as an elevator that you enter to initiate the save. As with the last Hideout, any special power-ups that you've unlocked by finding the Hidden Packages will appear in this alley. Save after every successful mission.



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ASUKA KASEN 1: SAYONARA SALVATORE

Payoff: \$25,000

TOB DESCRIPCION: Prove to Asuka that you've broken all ties to your old boss, Salvatore Leone, by knocking him off on his way home from Luigi's club in Portland.





You have three hours to get to where you want to be in Portland. This time is calculated and displayed in the text on the bottom of the screen as you leave Asuka's. When Salvatore leaves Luigi's club at this time, it won't take him long to reach his mansion.

At the club, he'll have the support of two Mafia Sedans (besides his own) full of guards, plus five other guards running around. If you are spotted before Salvatore leaves the club, they'll hunt you down and kill you.

There are plenty of ways to take care of this business. You can use stealth with the sniper rifle, go in with guns blazing, or even chase him off the cliff near his mansion, but the ambush is the most entertaining way to eliminate the Don.

If you don't have the flame-thrower with you after taking this job, then just try the job once to see what happens. If you bite it or Salvatore makes it home safely, then get the flame-thrower in Portland. Grenades and Molotov Cocktails will work almost as well.

FLAME-EHROWER IN PORTLAND

Go to the Hepburn Heights El Train Station and walk along the center of the tracks, heading north toward Harwood. As soon as you see the Harwood label appear in the lower-right corner of the screen, begin looking to the left (west) for the roof of the Head Radio Station. You can jump from the tracks down onto the rooftop and, better yet, you can aim for the platform with the flame-thrower on it. If you haven't yet picked up the special Package located on the other end of this roof, then do so now.

From Asuka's 60 бНЕ САЦГАНАЛ ВРІОБЕ

This is the hardest part of the mission. It's tough to make it to Portland in three hours if you can't find the bridge—has anyone seen the bridge?! Follow the directions on this map for the quickest route.





56

вьоск вне сагасе

If Salvatore enters his garage, then you fail the mission. Since you know where he's going to be and when, drive to Salvatore's mansion in Portland Beach and park his two Mafia Sedans in front of the garage to the right (the one where you parked his limo). You can even put the car you drove here in front of these two—the more explosions the better!

Stand behind the barricading poles where cars are not allowed to drive up the steps of his mansion. When the three Mafia Sedans pull up the drive, start torching them, along with anyone who escapes the vehicles.

king courtney

King Courtney of the Yardies pages you after this mission. He wants you to contact him on the payphone (green square on the radar). Stick with Asuka for now—we'll get to King Courtney after the major contacts have been exhausted.

BUGGY BUILL

After you complete this mission, you can head to Misty's between 9:00 and 12:00 to pick up the Buggy that Joey's been working on.

ASUKA KASEN 2: UNDER SURVEILLANCE

Payoff: \$15,000

TOP DESCRIPTION: Eliminate the Mafia operation around the city for Asuka and you'll be able to pick up some jobs from her brother, Kenji Kasen, when you visit his casino on Staunton Island.

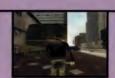




ammunation



You have six-and-a-half minutes to pop nine Mafia men. The good thing about working for Asuka is using her Yakuza Car that's always parked out front! Hop in and speed to any of the green blips on the map. If you don't have the Sniper Rifle, head to the gun icon on the map to find an AmmuNation Gun Shop and stock up on everything you need. The Sniper Rifle is in the back corner for \$10,000. It may seem kind of steep, but you need it.



POPPING THE Maria

Head to Belleville Park. Try to make this trip in about one minute. Drive to the pond, but not too close—you don't want the two Mafia men to know you're here. They are both on the small island in the middle of the pond. Get out of the car, select the rifle, then take aim and shoot when you're close enough to get a clear shot with the scope fully extended. Take one shot from a spot just east of the cottage, then plant another bullet from the basketball court for another Mafia hit. Get in your car and quickly drive to Bedford Point.







ASUKA KASEN 2: UNDER SURVEILLANCE

maria van-balize

Your next target is a black van in Bedford Point. The third Mafia victim will alert backup. The Sniper Rifle won't work for this task-it's time for the grenades. Pull up behind the van, toss a couple grenades at it, then get back in your car and leave. The police will be put on alert as a Wanted Level 2 is now in affect. There are two spies in the van; if they bail before it explodes, run over them or use the Uzi Drive-by maneuver to take them out. Quickly flee the area and head to the next green blip on the radar, which is at Kenji's Casino in Torrington. Don't worry about the Wanted Level. You don't have far to go, and the cops won't bother you where you're going.

sniper Heaven

Head east to Torrington and stop at the main entrance to Kenii's Casino. Take the stairs to the top of the building where you'll see the Rockstar helicopter. Head to the western edge and check out the seven Mafia men perched on various balconies across the street. Start at the top and work your way down until you've picked them all off. They will return fire with less-precise Uzis and will be lucky to hit you. It's difficult to score a headshot on the guy on the top floor since you can just barely see his melon, but it is possible—just relax, aim, and shoot. This mission will make you \$15,000 richer.

ASUKA KASEN 3: PAPACAZZI PUCGE

Payoff: \$10,000

JUB DESCRIPTION: Get rid of the nosey reporter in the bay near Asuka's house

A few things can easily screw up this mission. If you try to pop the reporter from Asuka's using the Sniper Rifle, he'll flee before you enter your boat. Letting the reporter get too far away from you will fail the mission. Once you give chase, the reporter will travel completely around Portland and dock at the pier below Asuka's apartment-if you let him get that far.







Exit Asuka's backyard and head to the second set of docks to the south—not the first set near her house. As you approach the steps, a cutscene shows the reporter's boat out in the bay to the north. Head out to the docks, press the Y Button when you're near the police boat (just as you would to enter a car). The Right Trigger will fire the boat's cannons-they occasionally pause for the guns to reload.

Chase the reporter's speedboat toward Portland. Do not allow him to go all the way around Portland and back to these original docks or you'll fail the mission. Closely follow the speedboat and fire the cannons while watching its damage meter. When it's filled, the boat will explode and the mission will end successfully. The speedboat is quicker, so don't fall behind too far or he'll get away. Cut the turns that he takes wide. You know he's going around Portland, so stick with him and keep shooting!

ADVANCED StrateGY

Because you know the direction in which the reporter will flee when he sees you, heading him off at the pass is an option. When you enter your boat, instead of going north to start shooting and chasing, head south around Portland and come around Portland's north tip. Head back toward the docks near Asuka's, and come to a stop when you see the reporter's boat. Walk away from the boat controls and select the Sniper Rifle. Take two quick shots at the opponent's boat. The first successful shot will send him on his way, so aim true with the second shot. Don't bother aiming at the actual reporter; the boat is what needs to be damaged. As soon as you fire the second shot, take control of the boat and start chasing him. From this vantagepoint, you will begin the chase much closer to the reporter because he flees in your direction. Two Sniper bullets take almost half the opponent's health! A few well-aimed attacks with the Predator, and the reporter will be at the bottom of the river before you reach Portland Beach.

Payoff: \$11,000

JOB DESCRIPTION: Meet Asuka's inside man in the LCPD to bring him his payment. Go quickly to the pay phone in Torrington and await his instructions.

You have three-and-a-half minutes to find four different phone booths before this shadowing cop will agree to meet with you, so don't waste all that time trying to reach the first phone! Beating the clock is heavily dependent on the car you're driving. With that said, take Asuka's Yakuza Car to the blue blip on the radar, which is a payphone booth in Torrington.



police car

Taking a Police Car to Asuka's before you take this mission is even better than using Asuka's car. You can use the sirens to clear a lot of the traffic away as you speed from phone booth to phone booth.

PHONE 1: TOPPINGEON

From Asuka's, drive toward the Callahan Bridge, but don't turn left to the bridge. Instead, continue straight through Bedford Point until you see that the blip on the next block to the



east. At the phone, powerslide 180 degrees to face the direction you just came from, then jump out and get the call.



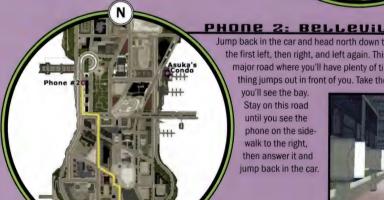
2: Belleville park

Jump back in the car and head north down the same street. Take the first left, then right, and left again. This will put you on a major road where you'll have plenty of time to react if something jumps out in front of you. Take the second right and









ASUKA KASEN 4: PAYDAY FOR RAY



Liberty campus

Head north to a freeway support, then merge right and head down the embankment to the road below the overpass. Continue north until you reach the Coliseum with the Rockstar billboards. Turn right, hang a left on the next road in Aspatria, then turn right again into the Liberty Campus. You'll see the phone on the radar. Answer it, then jump back in the car and head west back toward the Coliseum and take a left.





PHONE 4: BELLEVILLE PARK

With the Coliseum on your right, head south until a row of buildings forces you to turn. Turn right, then left at the next road. Go under the overpasses and through a few lights (you will traverse the full length of the park to your left). Turn left at the next intersection. The phone is due east, on the corner in front of a lone building. When you answer the phone, you will be asked to meet Ray in the park and the clock stops. The rest of the mission is just a walk in the park.







meeting Ray machowski

Head to the Belleville Park and meet Ray Machowski in the restrooms. Follow the pink blip on the radar and walk into the Blue Marker. You pay him his money and get an earful from old, bent Ray.

Ray machowski jobs

Ray needs some non-union help... that means you. Ray will always be found in the same stinky place—the park restroom. He will appear as a "R" on the radar when you want work. We'll cover his missions after we finish with Asuka and Kenji.

ASUKA KASEN 5: TWO-FACED TANNER

Payoff: \$20,000

JOB DESCRIPTION: Take care of Tanner, one of Asuka's drivers





Take Asuka's car and don't worry about the pink blip on the radar just yet. You need to find a big flatbed truck that's almost as strong as a tank! Barrack OLs can be found all over the island. If you have trouble finding one, look on the small base east of the Coliseum. There's an Army Surplus store near the water where you'll find a few parked Army vehicles. The Barracks OL is quite a bit slower than a Yakuza Stinger, but this truck is heavy enough for you to take on an army and the continuous attacks from law enforcement.



The radar will lead you to Kenji's Casino in Torrington. Drive into the Blue Marker and Tanner (Asuka's driver) will come running out of the casino. He gets into an Esperanto and flees. There's a Blue Arrow over his car, a Damage Meter below your Wanted Level, and a red dot on the radar—you know what that means... it's demolition time!

You must chase and ram Tanner's car. As soon as Tanner knows he's being pursued and attacked, he starts to more vigorously evade you and calls for backup. At this point you'll be given an automatic level 5 Wanted Level. That's pretty serious. That means FBI, roadblocks, helicopter... the whole works!



Since you can't keep up with the Esperanto, watch the radar and track Tanner's movements. Try to guess what roads he'll take, then cut through city blocks and try to get a game of chicken going. He seems to always come north along the eastern Shoreside road. This makes pushing him into the bay a wonderful option. The Esperanto is no match for the truck, so the flatbed will bounce him clear into the sky!







kenji kasen

Kenji kasen 1: Kanbu Bust-Out

Payoff: \$30,000

JOB DESCRIPTION: Break Kanbu out of custody and get him to the dojo at Bedford Point.

Steat FUZZ WHEELS

As you exit the casino, the first thing you need to do is steal a cop car. Finding a police car is easy, but taking one is a bit more challenging. Pull on the handle of the door or hit the car with yours and get out. Once the cop is out of his squad car, beat him up and drive away in his ride. This gives you a Wanted Level of 1.

8-Ball's

When you enter the police car, you will be instructed to rig it with a bomb, so take it to 8-Ball's franchise (the 8-Ball icon on your radar). Drive into the garage to plant the explosives.

THE BUST-OUT

Now you must drive into the police compound and park the car next to the cell wall. Follow the pink blip on the radar to the police headquarters' parking lot and drive into the Blue Marker near the wall. Exit the cruiser, then run to the parked police truck (Enforcer) on the other side of the lot. Get in this monstrocity when the first police car explodes and blows a piece of the headquarters' wall away. Drive up to the hole in the wall and meet the Yakuza inside if he doesn't run out and get in the truck on his own, then get out of there quickly! You will be given a Wanted Level of 3.



THE ESCAPE

As you drive through the tunnel, you'll find a Police Bribe (Star icon) that will bring your Wanted Level down to 2, which means you'll lose the helicopter pursuit.

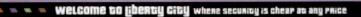




Next, switch into a non-law enforcement vehicle and follow the Pay 'n' Spray blip on the radar. Paint the car to totally elude the police, then take the escapee to the Hyaku dojo. Follow the pink blip on the radar to an alley in Bedford Point. Stop on the Blue Marker and Kanbu will enter the dojo. Mission accomplished!

ADVANCED StrateGY

If you've completed at least 20 Vigilante Missions in Portland, then you'll have two Police Bribes at your Hideout. Use these to clear the remaining Wanted Level, and then just drive the Enforcer to the drop-off location.



Kenji Kasen 2: Grano Theft Auto

P890FF: \$25,000

JOB DESCRIPTION: Collect some fine automobiles for

Kenji's friend and park them in the garage in Newport.

The garage will not accept anything less than mint condition automobiles. That means a single dent will require a visit to Pay 'n' Spray before making the delivery.



You have six minutes to collect all three cars on the list. The clock is displayed below your Wanted Level. Luckily, the Pay 'n' Spray is next to the drop off garage, so you won't have to go out of your way to fix a boo-boo.

THE RIGHT BLIP

Make sure you follow the right blip! The dark red blips on the radar lead you to the cars, while the bright pink blip will lead you to the garage.



<u>THE BEOFORD POINT STINGE</u>R

Take the route we've mapped from the casino to the parking lot in Bedford Point, then follow the green line on our map (or the pink dot on the radar) to the garage or Pay 'n' Spray.

After dropping off the car you'll suddenly realize that you're carless. Run out to the street and seize a vehicle. There's a Yardie Lobo on the road to the east.



тне коснього снееран



Head north, past the Pan-Lantic Mask Towers construction site from either road around the garage. Jump the curb of the hospital to access the back parking lot without going all the way around to the

entrance. The Cheetah is in the lot. Pull right up to it and head back the same way you came—curb-jump and all. It's quicker to just repair the damaged vehicle than to cautiously navigate on the road. After you make the delivery, steal another car to find the last sports car.





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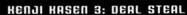












THE ASPACTIA INFERNUS

From the garage, head west to the last red blip on the map in Aspatria. The Infernus is in the Coliseum parking lot. Follow the route on our mapit's the same path you took to reach the parking lot. Deliver all three cars and you'll make 25,000 big ones!









kenji kasen a: Deal steal

Payoff: \$25,000

JOB DESCRIPTION: Take one of Kenji's men, steal a car, and pay your respects to the Colombians. Leave no one alive!







The Cartel expects a Yardie Posse, so go north to Newport to find the Yardies and take one of their Yardie Lobos.



Once you have possession of a Yardie vehicle, a green blip will appear on the radar. This is the location of the Yakuza member that will help you on your mission. He's on a sidewalk with a Blue Arrow over his head. Stop and pick him up, then head to the hospital in Rockford where the meeting is being held.



Follow the pink blip on the map to the hospital. Drive into the Blue Marker and honk the horn. The Colombians think you're the Yardies coming to meet them and approach the car. You're now instructed to kill every one of them, destroy their vehicles, and then take the briefcase.

As soon as you exit the Yardie Lobo or take off driving, they realize it's actually a Yakuza trap. Swing the car around and run over as many of the Colombians as you can until your vehicle is dangerously close to exploding.



Heart Power-UPS

This meeting takes place at a hospital, so you can heal up here if you're injured.



When you get out of the vehicle and begin a gunfight, your partner will jump out and assist you. A couple of Colombians are near the trucks where you first pulled into the hospital, along with more to the east in the bigger parking lot. The briefcase is near the first set of trucks (the red blip on the map and a Blue Arrow over it).

After first clearing the major threat—the attacking Colombians—take care of the trucks. You'll see Blue Arrows over both trucks that you must destroy.

Prienaly Pire

Drive the first Colombian Cruiser over to the bigger parking lot. That way, if the remaining enemies shoot at it, they'll be doing you a favor!

When the shooting's over, park both cars together. Now the explosion from destroying one truck will destroy the other. When the deed is done, take the briefcase back to the casino in Torrington. Follow the pink blip down to the parking lot, then drive into the Blue Marker to make the delivery and collect your \$25,000!

ADVANCED Strategy

After taking the job and jacking a Yardie Lobo, head to 8-Ball's to rig the gang car with a bomb. Do not activate the bomb yet. Pick up your Yakuza partner in crime and head to the hospital for the meeting with the Colombians. As soon as your partner jumps out of the vehicle, activate the car bomb and exit the vehicle. Run toward the hospital and away from the car. Turn around and watch the exploding vehicle take out the Colombians! Shoot any survivors and take the briefcase to the casino.

kenji kasen 4: shima

Payoff: \$10,000

JOB DESCRIPTION: Pick up some money due to the Yakuza so Kenji can enter it into

the casino's accounts. This will involve multiple pick-ups.



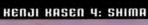
Tear out of the casino and follow the blue blip on the radar to a briefcase on a sidewalk in Torrington. Get out of the car, pick it up, and head to the next pick-up location also on the radar as a blue blip.

You'll see another briefcase on a sidewalk in Bedford Point—a lone gunman is guarding this one. If you arrive at this location from the west, you can just smash the gunman into the nearby column. Otherwise, you'll have to swing around while being shot at and run him over.

Hmm... what was up with that? Who was that and why is he getting in the way of Kenji's money? Head to the next briefcase in Belleville Park (pink blip on the radar).

staunton staunton







Uncle BJ's has been trashed! The money is gone! The storeowner contests to your suspicions. Some gang attacked and took everything! The storeowner is obviously frustrated since he's paying good money to avoid this kind of trouble.

Your new objective is to find the gang that's responsible for taking the money and make them wish they hadn't, then return the protection money to Kenji.

If you look closely at the radar, you'll see a small blue blip on the border. The gang is distant—in Portland.

Head to Portland and then Hepburn Heights. The blue blip is getting much closer... Ah-ha! The Diablos are behind this! There are quite a few of them in the park that you must dispose of. You can snipe them, run them over, burn them, or bomb them. The choice is yours—just get that briefcase back or face the wrath of Kenji!

Don't stir things up too much—you're a long way from Staunton and you don't need to get busted way over here! Take the briefcase to the back parking lot of Kenji's Casino in Staunton Island and collect \$10,000.



kenji kasen s: smack bown

Payoff: \$10,000

TOB OPSCPIPETON: Run the Yardies into the ground to eliminate their SPANK pushers on Liberty's streets.

As you leave the casino, you receive the details on your Yardie massacre mission. You must eliminate eight Yardie dealers to complete the mission. Notice the counter located below your Wanted Level—this will tally your pusher kills. More than eight pushers will appear on the street, but once a Yardie SPANK pusher completes his deal, he disappears. You'll actually see a green blip on the radar that represents that pusher has disappeared from view. The pushers also walk around as they push their SPANK, so tracking exact locations is impossible. But they remain in general areas (city blocks) within the specified districts. Your task is to find the quickest route to the nearest pusher before he disappears for good. If all the pushers finish their pushing before you've wasted eight of them, you'll fail the job.



muroer by numbers

The murders need not happen in any particular sequence; the strategy here just discusses them in the order they appear on the list from the Casino.

BEOFORD POINT SPANKERS

The first two Yardies appear as green blips on your radar. Head to Bedford Point where you'll find one of the pushers on the street near the waterfront. Take him down Mafia style, then head toward the next blip. The other pusher in this area is in front of the church of all places! Run him down, that heathen. Head west, remaining in Bedford Point, and you'll see another pusher on the sidewalk closest to the water. Again, turn him into road kill, then keep moving to avoid the cops.

SPANKING IN THE PACK

The pusher in Belleville Park is easily run over on the sidewalk. You'll find another on one of the dirt trails. He's also easy to squish under your tires. There's one more pusher outside of the park to the west. He's on a sidewalk where the buildings have awning supports that may dent your car. Drive on the sidewalk under the awnings and you'll have a clear shot at him.

EVEN IN ASPARTIA-SPANK, SPANK, SPANK!



You'll find another pusher on a sidewalk near the Coliseum. Look out for the college kids—or not. Your next dealing victim is on the corner near the Coliseum parking lot. Just run him over—piece of cake!

When all eight have bitten the dust, you'll make another \$10,000, but now Kenji's work is all dried up. Oh well, on to the next contact.





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Ray machowski

Ray machowski 1: silence the sneak

Payoff: \$80,000

JOB OPSCPIPE ON: Torch McAffrey's place in Newport, then hunt him down to make sure he never squeals again!



Take a car over to the parking lot alley behind the carpark near

the Pay 'n' Spray and 8-Ball's. Get the biggest, heaviest, ghetto cruiser you can find and park it right in front of the east alley to block it. You can also take another car, like the van in the garage behind you, and park it there, too. This will really secure the exit. McAffrey will still try to escape through this alley even though there are two other exits that are not blocked. Also, park the car so its hood is along the brick wall and the trunk is facing his building. The driver will always try to push his way out along the brick wall.

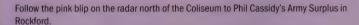
Now that the escape route is blocked, look toward the open window you saw in the quick cinematic. Find just the right distance from the apartment window that allows you to lob a grenade or Molotov Cocktail in there with your hardest throw. You don't want to be standing too close to the apartment building should one miss the window and bounce back at you!

Once the place is on fire, McAffrey and his driver flee. A policeman will stay in the garage, so try to ignore him until you complete the ambush. As McAffrey's car turns around and heads toward the blocked alley exit, start lobbing grenades at your parked car and theirs as they try to escape. If this doesn't do the trick, then you'll have to chase McAffrey and try to run him off the road, which is very difficult with a Wanted Level of 2 and all of his police protection.

Ray machowski 2: Arms shortage

Payoff: \$10,000

10B DESCRIPTION: Protect Ray's army buddy's business in Rockford from some Colombian Cartel scurn and you'll get some knock-down rates on his weapons.





car Jam

If you jam your car into the path that runs around the building north of the gate, the Cartel will have difficulty sneaking up from another entrance into the gated area.



Approach the gate and it will open. In a cinematic, one-armed Phil will complain about only one of you showing up to help him out of this situation.

He tells you to stock up on the weapons in the area to prepare for the battle. The only thing you need is the rocket launcher on the storage container you passed in the cinematic—did you see it?



As soon as your conversation with Phil ends, return to the building to the north (near the entrance) and head around the northeast side to the path that runs around it. This is the same path that you blocked with your car to prevent unwanted visitors from entering this way.

Jump on the cardboard boxes to the top of the short wall, then walk back toward Phil. Jump from the first storage container to the one with the rocket launcher on it.

There is just enough time to perform this maneuver before the Colombians arrive. Take aim and start blasting their cars as they drive up into the parking lot outside the gate. If any get away, blast the ground near them. If one or two Colombians are hanging around the base of the storage containers, jump down and take them out with a gun or rifle—they're too close to shoot with the rocket launcher.

Don't Kill Phil!

POLICE REPORT

PRIMARY SUPP PAGE

Phil must live or the mission is over!

Use the M-16 to mow down any survivors of the Rocket Launcher attack. Look at the radar to determine if any more survivors are hanging around in nooks outside the gates. Green blips on the radar illustrate the location of the individual Colombians. This is very useful, because we once found a Colombian survivor stuck under the wheels of a charred Cruiser. We had to jump into a vehicle to push the crispy Cruiser off of him and then run him over—what a bad day he was having!



Check to see how Phil is doing after the smoke clears. If he's still alive, you'll earn \$10,000 and now be able to purchase weapons from him at any time.

PHIL'S DEALS

At Phil's Army Surplus you can purchase the Shotgun for \$1500, the M-16 for \$5000, and the Rocket Launcher for \$25,000. It's expensive, but worth it!

CANKS PHIL

There's a Rhino (the tank) parked in the Army Surplus area. The Rhino's door won't open at this point in the game. The only way to get a tank is to steal one when you are at a Wanted Level 6, or return to this location after completing the last job in Shoreside Vale, "The Exchange." Only then will the tank door be unlocked!

ваграскь оь

Take the Barracks OL from Phil's lot; it'll serve you well in the next Ray mission.

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RAY MACHOWSKI 3: EUIDENCE DASH

Ray machowski a: evidence dash

Payoff: \$10,000

108 025CPP51011: Ram the transport vehicle carrying incriminating photos of Donald Love and collect all the evidence that falls out, then leave it in the car and torch it.





Steal a fast car and find the vehicle that's transporting the evidence (the red blip on the radar). When you spot the Bobcat with the Blue Arrow over it, ram it, then spin around to pick up the package that falls out of the bed. There are five packages in all, and there's no time limit. You will probably have to switch vehicles, depending on the durability of the one you've chosen. You can pick up the packages when you're either in or out of the car. Ray asks you to torch the car, but you can dispose of it in any fashion you desire—ram it, bomb it, shoot it, sink it, or burn it.

Ray machowski 4: Gone Fishing

Payoff: \$15,000

IDB IDSCOPPTION: Steal a Police Boat and sink Ray's ratting partner's boat near the lighthouse on Portland Rock.





Follow the red blip on the radar to Asuka's neighborhood in Newport, then head a little south of Asuka's house to the docks where you will find a Police Boat (Predator).



Head to Portland and around to the lighthouse on Portland Rock, located near Portland Beach and the Portland Docks. When you approach the lighthouse, a cinematic will reveal that Ray's partner fishes with grenades—very sportsmanlike! As you approach the boat, it gives chase. Notice the Damage Meter below your Wanted Level—as your bullets make contact with the snitch's boat, the damage becomes more severe.

This chase is much easier than the last boat chase—the Police Boat you're chasing this time is not nearly as fast as the speed boat you pursued last time. However, what it lacks in speed, it makes up for in defense. Ray's partner will occasionally toss an explosive drum out the back of his boat, hoping you'll run into it. The key is to avoid following directly behind him. You have a longer target when you shoot at the side of his boat, anyway. The wake and spray of your target can also camouflage the explosive barrels. Sink the boat and, with it, all the state's evidence and you'll earn \$15,000.





RAY MACHOWSKI 5: PLASTER BLASTER

Payoff: \$10,000

JDB DESCRIPTION: Kill the witness getting ready to make a Federal Deposition while he's being moved from Carson General Hospital.

As soon as you exit the park bathrooms, you'll see another Damage Meter below your Wanted Level. This represents the damage inflicted on the ambulance carrying the witness (who's in a full body cast).



Find a car and drive to the red blip on the radar, which tracks the ambulance's movements. There is no time limit involved, but the witness will eventually arrive at the courthouse with his evidence and you'll fail the mission if you don't do something soon.

escort service

A police escort also protects this important witness. You'll be given an automatic Wanted Level of 2 as soon as you're spotted.

One good sideswipe and the ambulance will eject the witness. The witness's bodycast is remarkably durable and will repel all types of bullets. The new Damage Meter on screen is now that of the witness in the armored bodycast.

The only things that will kill this stubborn snitch are your tires or explosions.

Keep in mind that upon ejection of the witness, your Wanted Level increases a notch to 3. You must avoid being annihilated or busted by the cops while getting rid of the witness. The best thing to do is just keep moving and, if your vehicle is about to explode, quickly find the closest replacement.

The armored body cast is also flame-retardant! However, you can park a car on top of the victim and then blow it up to finish him off. Quickly running over the body cast to waste the witness has a lot to do with the weight of the vehicle you're in. If you're in a Banshee, it'll take quite a few passes, but a fire truck may need just one pass. When you destroy the witness for good, you'll earn \$10,000!



COMMEPCIA Staunton







DONALD LOVE

Donald Love 1: Liberator

Payoff: \$40,000

108 DESCRIPTION: Ascend the stairs of the Love Media building in Bedford Point and enter the Blue Marker to get work from millionaire, Donald Love.

Donald thanks you for taking care of the morgue party photos as he runs on his treadmill. Then he tells you about an old Asian Gentleman he knows who's being held hostage by some South Americans in Aspatria. They are trying to extort additional funds from him, but he doesn't believe in renegotiation. He wants you to do whatever it takes to rescue this guy.



As you leave the Love Media building, you are instructed to steal a Colombian gang car so you can infiltrate the hideout. Drive north to find a Colombian Cruiser in Fort Staunton.

A red blip on the map will lead you to the old Asian Gentleman. When you reach your destination, you'll see that the area where you need to be is behind the electric gate. The gate will open for the Colombian Cruiser, so drive in and start running over all the gunmen you can before the truck becomes too dangerous to sit in. It only takes them a second to discover you're not one of them before they open fire on you.





Bekind door number one...

There are a few spare Cruisers in the garages if you are intent on killing them from the safety of a vehicle. The Asian Gentleman is behind one of the closed garage doors and it's not hard to tell which one if you use the radar. Be aware that behind almost every door is an armed Colombian and they will shoot as soon as you open it.

You can run by the doors to trigger them, then toss an explosive into the garage from an angle so they won't shoot you. These doors will not open if you're in a vehicle. Make sure you have your Uzi, AK-47, or handgun in hand and be ready when you open the garage holding the Asian Gentleman. Aim carefully—the Asian man has company and you don't want to take out the wrong guy!

вес сне раснаве

Make sure to pick up the Package by the Colombian Cruiser parked in front of the garages.



THE DELIVERY



Once you have the Asian Gentleman in your custody, take him back to Donald Love's Media Building. He'll follow you into any vehicle you chose to steal. Pull into the Blue Marker in front of the building and stop to let him out. You'll make \$40,000! Man, this guy pays well.

ADVANCED STRATEGY

Before you enter the electric gates with your Cartel Cruiser, step out of the vehicle with Sniper Rifle in hand. Snipe shoot the four visible Colombians within the gate. Throwing Grenades or Molotovs will do the job, but may not be as easy and quick. Pass through the gate and continue to snipe shoot or Grenade the remaining Colombians in the south section of the lot. Ruu by the garages to open them, and then run to the opposite side of the lot to escape the Cartel's range of fire. The Colombians will not exit the garages to attack. Snipe shoot them from a distance and then rescue the Asian gentleman.

DONALD LOVE 2: WAKA-GASHIPA WIPEOUT

Payoff: \$30,000

108 DESCRIPCION: Use a Cartel gang car to kill the Yakuza WAKA-gashira, Kenji Kasen, who's at a meeting atop of the multi-story carpark in Newport.



NIE HENDIZ!

Make sure that you've taken all of Kenji's jobs before you knock him off. You won't reach 100% complete on the Stats screen, and you'll miss out on some good fun and serious cash if you waste him before you're through with his jobs.

If you just came from Donald's last mission, chances are you drove up to the Love Media building in a Colombian Cruiser. If not, head back to Fort Staunton and steal one. Once you're behind the wheel of this car, a red blip will appear on the radar—follow it to the carpark in Newport.

пешрогь саграгк

When you drive to the top of the parking garage, Kenji and his men will see you coming. Stay in the car or they'll realize that you're not a Cartel and you'll fail the mission.

Take good care of the Cruiser until you have it on the top of the carpark. There's an astounding amount of firepower on the roof and the car will not last long. You must aim for Kenji—the one with the Blue Arrow over his head—and not worry about anyone else. He's in front of a car near a wall, which makes your angle of approach critical.

кеплі рапсаке

Head for the northern end of the lower rooftop, then drive up the ramp to the top. Pull in front of the black limo, between the hood and the dividing wall, then plow over Kenji. If you successfully offed Kenji, you'll see a message that reads; Kenji is tender meat! Get out of Newport and dump the car.

DEPCIAL BUNGON





DONALD LOVE 3: A DROP IN THE OCEAN

THE Great escape

Descend the opposite ramp and make your way down the multi-story parking lot. You can leave the car in the garage and steal another one if you're afraid it might explode. Head to the next district—Aspatria is close. The mission is complete as you leave Newport and receive \$30,000.



Payoff: \$10,000

TOP DESCRIPTION: Pick up several packages containing forging plates that were dropped into the bay by a Cessna before anyone else does.



The first thing you need to do after leaving Donald Love's building is find a boat. You have a minute and 34 seconds to do this. There's a speedboat (red blip on the radar) at the Callahan Point dock in Portland.

It won't take long if you head north out of Love Media and take a right in Belleville Park to catch the Callahan Bridge. Keep heading east in Portland and take the first two rights in Trenton. Callahan Point is just around the corner. Make a U-turn into the tunnel and head to the dock.





The speedboat has a Blue Arrow over it. When you enter the boat (Speeder), you'll immediately see the Cessna flying around (yellow blip on the radar).

Follow the plane as often as possible. It will occasionally fly over land, but will always return to drop more packages. The packages appear to be little buoys with lights on top. Run through them to pick them up. Once you've picked up the first package a "Collected" counter will appear below your Wanted Level. Text on the bottom of the screen informs you when the Cessna has dropped another package.

Collect all eight packages, then dock the boat, carefully jump out, and steal a car to return to Bedford Point. Follow the pink blip on the radar into the main entrance to the Love Media building's underground garage. The door will open upon your arrival. Drive in and collect your \$10,000.







Staunton Island Extra missions

The following jobs are not necessary to complete the game; however, there is money to be made and some interesting folks to meet. You don't want to miss out on it!

continuing with bonato

You can continue to work for Donald Love at this point, but the next Love mission will take you to the last map, Shoreside Vale. You may opt to finish the missions in Staunton Island, as we will in the guide.

KING COUPENEY

KING COUPTNEY 1: BLING-BLING SCRAMBLE

PAYOFF: \$1,000 PER CHECKPOING [IS CHECKPOINGS]

10B DESCRIPTION: Race the Yardies through various checkpoints all over Staunton for a chance to work for King Courtney.





It may be difficult to find a quick car in this neighborhood. You have nothing but time to reach the pink blip on the radar, so do some hunting in the Torrington area. When you're ready, drive into the Blue Marker outside of the Coliseum to begin the race.

Three others have volunteered for the challenge—a Bobcat, a Cheetah, and an Esperanto; a pretty well rounded selection. Look for the pink blips on the radar and try to be the first to each one. As you pass through one, it disappears and another reappears somewhere else on the island.



JUMP THE GUN

Don't wait for the 3-second timer to countdown; in fact, King Courtney admires you for cheating. There are a total of 15 check-points and four cars. As long as you pick up more "firsts" than the others, you'll pass the mission. If you fail, you still earn a grand for each checkpoint you passed through first.



If you trash your vehicle, you'll have plenty of time to find another and still win the race. Since your competition has no idea where the next checkpoint will appear, they'll be in as much disarray as you. This buys you lots of time for error. Once you collect more of the 15 checkpoints than any other racer, you win!

ADVANCED STRATEGY

Before taking the job, head to Phil's Army Surplus and buy a Rocket Launcher. One purchase is all that is necessary; you should need only five shells.

Take the job and drive into the blue marker, parking your car so that it faces southeast. Tear off to the first checkpoint, cutting across the stadium lawn, passing close to the Rockstar billboard. This will keep you away from the competitors as they busy themselves trying to run into each other. With a fast car, such as a Police Car, Cheetah, Banshee, Stinger, or Infernus, you can make it to the first checkpoint in enough time to step out of the car, select the Rocket Launcher, and locate the competitors in your scope as they race toward you.

staunton staunton







ADVANCED StrateGy continued

Make sure to stop before you reach the checkpoint. This is crucial to this strategy. If you collect the first checkpoint, the racers will not come to you. Blast them as they approach. Try to hit them at a distance so you don't get caught up in the concussion or the speeding, burning vehicles.

By destroying the competition, you have nothing to worry about—there's no race! Now you can leisurely drive to each checkpoint as it appears on the streets. This not only makes it easier, but also awards you more money. However, you'll have to pick up each of the remaining checkpoints to complete the mission. \$15,000 makes it worth the effort.

If you've picked up a Wanted Level from all the bombing, you have plenty of time to go to Pay 'n' Spray or find Police Bribes to shake the cops.

KING COUPENEY 2: UZI RIDEP

Payoff: \$10,000

108 OPSCRIPTION: Head over to Hepburn Heights in Portland to whack some Diablos with an Uzi.



You're in control of the Perennial with two Yardies along for the ride. Run over 10 Diablos on their own turf without ever leaving the vehicle. If you do exit the Perennial, the Yardies in the station wagon will jump out and attack you!

HEPBURN HEIGHT/PORTLAND



When you make it to Hepburn Heights in Portland, you may notice an increase in patrolling squad cars—and you know by now that if a cop sees you hit someone, there will be hell to pay! The trick is to either not be seen or quickly run over the Diablos walking along the sidewalks, and then immediately head for the Pay 'n' Spray around the corner to shake the cops.

Diablo-Day Afternoon

The Diablos are the ones with the backward caps, dark shirts, and long shorts. Some of them are holding baseball bats—you can't drive down the sidewalk without hitting one. Try the area where you answered the pay phone to pick up jobs from El Burro.



After taking out five Diablos and choosing to paint or not (depending on your Wanted Level), return the Yardies to Newport in Staunton Island. Follow the pink blip on the radar and stop in the Blue Marker. You'll take home \$10,000!

KING COUPENEY 3: GANGCAP ROUND-UP

Payoff: \$10,000

JOB DESCRIPTION: Steal a Mafia Sentinel, a Yakuza Stinger, and a Diablo Stallion, then drop them off without a scratch at a garage in Newport.

GOLLA BE MINL

If you bang up a car during the delivery, then visit the Pay 'n' Spray—fortunately, it's just a few blocks away from the garage!





Secure appropriate transportation, then follow the pink blip on the radar to the delivery garage.

It doesn't matter if you steal one car before another, but they must be in good condition, which makes this otherwise easy job much more challenging. Just take it easy and obey the rules of the road. Watch out for other motorists who have it in for you.

The Yakuza Stinger can be found all over Staunton Island, including Asuka's apartment!



You'll have to travel to Portland for the Mafia Sentinel and the Diablo Stallion; you're not going to find them in this part of town.

You can steal the Mafia Sentinel from the late Salvatore's home in Portland Beach; he won't be needing one anymore.



You already know where the Diablo gang hangs out in Hepburn Heights. If you dent it in Portland, wait to fix it in Staunton Island since the shop is so near the garage. You'll walk away from this job \$10,000 richer.

KING COUPENEY 4: KINGDOM COME

Payoff: \$10,000

TOP TESCRIPETON: Retrieve a vehicle containing a stash in Bedford Point.



The first challenge in this difficult job is to first reach the parked car in Bedford Point in the time allotted. You have a minute-and-a-half on the clock to do this. Make sure you have a fast car waiting by the phone booth before you take the job, then follow the quickest route on the map we've provided (above).



LOG entrances

There are a few entrances to the parking lot. The quickest into the parking lot are (C) & (B) on the map. (A) leads to a set of stairs and ledge that overlooks the parking lot.

Step into the car with the Blue Arrow over it and you'll find a letter from Catalina. It reads, "I hear you've been a busy boy. Well I've been a busy girl. I think it's time you witnessed the real power of SPANK! Besos y fuderes, Catalina, xxx." Just as soon as you can read the note, SPANKED up suicide bombers begin to run toward the car!







RC TO92: CASINO CALAMITY

SPANKED UP SUICIDE BOMBERS

The object here is to destroy the three vans that the suicide bombers are pouring out of. These vehicles block the exits—almost.



Don't leave the parking lot and, if you do, don't go far—you don't want to alert the authorities by bringing this mayhem on the streets. As soon as the bomber in the cinematic explodes, back up and spin the car around to quickly drive between the van and the exit (B) on the map. Stop the car just before the sidewalk, then exit the vehicle and fire away.

DESCROYING THE SPANK-MOBILES

Shoot the suicide bombers chasing you through this tunnel. They will continue to pursue you until the van is destroyed. Try to shoot them when they're near the van so that the explosion consumes it. The remaining suicide bombers in the parking lot will not follow you out onto the street.



Head around to the stairs—(A) on the map—then go to the top of the ledge and onto the rail. Don't fall into the parking lot! You'll hear and see the bombers at your feet. Take aim at the two remaining vans along the left wall. One is in the distance; the AK-47 works nicely with its long range aiming ability.



Once the vans are toast, you must eliminate the remaining suicide bombers to end the mission. Put some distance between you and them, then throw some Molotov Cocktails or Grenades their way. You just earned another \$10,000.

RC TOYZ

RC TOY2: Casino calamity

PAYOFF: \$1,000 FOR EACH YAKUZA STINGER DESTROYED

JOB DESCRIPTION: Drive the RC cars, rigged with explosives, into the tires or underneath as many Yakuza Stingers as possible in two minutes.





You'll find the Toyz Van, Casino Calamity, in a Torrington parking lot on the block directly across the street and

west of the casino. As soon as you take the RC cars out into the streets, you'll see an increase in Yakuza Stingers driving around. Drive the RC car underneath these long white and orange sports cars and press the Right Thumbstick Button to detonate, or run them right into the Yakuza tires to do the job automatically! You earn \$1,000 for each Stinger you destroy.

Be careful when pulling out of the parking lot with the RC car—it's aimed at the wheels of your Toyz van. Release the acceleration button after a detonation so you won't do yourself in when the next RC car generates!



The prime spot for finding Yakuza Stingers is just over the flowerbed behind the RC car as it generates in the parking lot. Climb the sloped cement flowerbed and enter the street to the east.

This is a one-way street, and most of the Yakuza Stingers will be approaching from the left (north). You occasionally will see them to the right, just after they've driven by, but don't waste your time chasing these swift Stingers past the casino. When you don't see any Stingers to the left, go ahead and chase one down to the right, but it's usually more practical to drive to the next intersection to the north to do your dirty work, especially considering your limited time.

484

484 1: A RIDE IN THE PACK

Payoff: \$30,000

JOB DESCRIPTION: Drive the Landstalker 4x4 to collect 12 checkpoints in two minutes.







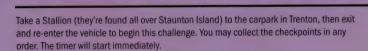
You'll find the Landstalker 4x4 in the actual park area of Belleville Park, near the cottage. Collect all 12 checkpoints in any order you like. The two-minute countdown begins when you pass through the first checkpoint. Each one will credit you with 10 extra seconds, giving you time to make it to the next checkpoint, and so on. Don't worry about drowning in the pond—you can drive and wade through the shallow water!

The Landstalker may be four-wheel drive, but like many SUVs, it's more of a selling feature. You'll find that rollover is to be expected, and its climbing ability is not much better than any of the cars in Liberty City. Don't be fooled, its no Patriot. Don't waste time trying to climb steep surfaces. Try to find angled slopes that are easier to negotiate in order to reach your destination.

4X4 2: MULTI-STOPY MAYHEM

Payorf: \$30,000

JOB DESCRIPTION: Drive a Stallion to collect 20 checkpoints inside the Trenton carpark in two minutes.







You'll find four checkpoints on each level of the carpark. The last one is just beyond the ramp in the corner of the top level. Build up enough speed to fly though it!

ommercial staunton











CHAPTER®



SHOPESIDE Vale

introduction

SHORESIDE VALE HIDEOUL

Once you make it to Shoreside Vale, you can save your progress in Wichita Gardens (when you're not currently engaged in a mission). Follow the green house icon on the radar to the apartment building (see Liberty City Maps just before Chapter 2). As you pull into the driveway, you'll see a row of five garages to your right. The power-ups that you get from collecting Packages will appear here. The triple garage to your left is where you park your car to save it, and the apartment entrance beyond these garages is the door you enter to save your game.

NIDOEN PACKAGES & SIDE JOBS

As we have recommended before when entering a new island, collect all the Hidden Packages before you take any Shoreside Vale missions. There are 36 Hidden Packages left, all of which can be collected without completing a single Shoreside Vale job.

If you've collected all the Hidden Packages from Portland, Staunton Island, and now Shoreside Vale, you'll have all of the weapons in the game available at your Hideout, except the Flame-thrower from the Fire Truck side missions. There's nothing like loading up on free Rocket Launchers to get the party started!

Make sure to complete 20 more Vigilante missions for the final Police Bribes, making it easy to ward off the highest Wanted Level—provided you unlocked the others while you were in Portland and Staunton Island.

Again, the reward for all your work goes far beyond the new power-ups that appear at your Hideout. You'll build up even more running endurance and become skilled at navigating the streets of Shoreside Vale long before you take any missions.

DONALD LOVE 1: GRAND THEFT AERO

DONALD LOVE

DONALD LOVE 1: Grand THEFT AERO

Payoff: \$50,000

IDB DESCRIPTION: Cross the bridge to Shoreside Vale and go to the Francis International Airport to pick up Donald's property from an aircraft fuselage in the customs hangar.

The subway, the tunnel, and a bridge are now all open to Shoreside Vale. If you wish to take the drawbridge, head north along the west coast to the upper deck that circles around to the bridge. This is just west of the Belleville Park (over a corner of it).

nrawarioge

You may occasionally have to wait for the bridge to lower before crossing. Be patient—the daredevil alternative is deadly. While you wait for the bridge, it's always fun to push cars over the edge into the water below. Also, you can access a Hidden Package here only while the draw-bridge is up. To get it, position your vehicle on the rising portion of the drawbridge. As you near the top, look up for it.

SHORESIDE VALE

Follow the red blip on the radar to the airport, which looks a lot like LAX airport in L.A. Take a left at the first intersection, then hang the next right and blast through a barricade. No one's there to lift it for you, so just speed right through!

Maintain a westward course until you find the light green hangar (follow the blip). Pull around to the front of the open hangar, then park a few hundred yards away, near a parked airplane. Pull out the sniper rifle and pick off the four members of the Colombian Cartel inside the hangar. You can shoot all of them from outside the hangar by using different vantagepoints. Use the explosive barrels inside to your advantage, as well. Once the threat has been eliminated, enter the Dodo (aircraft with clipped wings) in the hangar.



WHERE'S LOVE'S PACKAGE?

The package is gone! Track down the Colombians and retrieve it. Leave the hangar and inspect the Pan-Lantic construction van with the arrow over it. Hmm... where have you seen one of those before? Ah-ha! Staunton Island, near the hospital!

Back in staunton island

Head back to Staunton Island the same way you came. Follow the pink blip to the Mask Towers construction site in Fort Staunton. Enter the site through the open gate on the east side. Another building is under construction to the north of the blue structure with the Pan-Lantic van and Cartel Cruisers. There's a Colombian inside, in the corner closest to the blue building. Sneak up on him for the kill, then go the upstairs.



enemy at the cate

Get the Package in the middle of the second floor, then head toward the south corner and use the sniper rifle to dispatch more Colombians in the blue structure below.



Now move on to the blue structure and snipe the two Colombians near the entrance, then carefully make your way around the corner. Two more men await on the second level as you come around the corner.

Walk slowly around the ledge and use the AK-47 or a Molotov Cocktail to eliminate the guy over the wall on the second platform. Continue cautiously to the elevator, prepared for several more kills, then follow the blip to the construction elevator and enter it.

WHO'S DECEIVING WHOM?



A cinematic shows Catalina and her partner in crime, Miguel, getting ready to run with Donald's Package when you surprise them. Catalina shoots her partner as she did you in the beginning of the game. She takes off running and jumps out a window... keep in mind, you are very far from the ground. Asuka doesn't realize that you took out her brother and asks you to drop by later as she whips Miguel, believing he is the killer.

Derinela tol rone

As you exit the building, you'll see the Yakuza gang around a Stinger. Take the car—they are still on good terms with you—and bring the Package to Donald Love. Follow the pink blip to the underground garage and collect \$50,000! Man, this just keeps getting better.



0-ICE PAGE

After this mission, you get a page to do business with the Jacks, D-lce. These are extra missions we'll cover once your major contacts have been exhausted—following the ending level, "Exchange."

DONALD LOVE 2: ESCOPT SERVICE

Payoff: \$40,000

IDB DESCRIPTION: Escort Donald's Asian associate to Pike Creek to have his latest acquisition authenticated (the forging plates). Both his associate and the package must remain unharmed.



FINDING JUST THE RIGHT VEHICLE

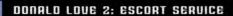
Get a Barracks OL truck at Phil Cassady's Army Surplus because this mission will have its fair share of collisions. Head for Love Media's underground garage (the red blip). As you pull up to the driveway, you'll see Love's associate in a Securicar.











clean priving Record

As you begin your careful pursuit, guarding and blocking attacks for the Asian Gentlemen in the Securicar, you'll quickly realize what a job you have ahead of you. This is no short trip and your target is obeying all the rules of the road! Does he know what game he's in!? Anyway, the Damage Meter beneath your Wanted Level indicates damage to the Securicar. Avoid any action that will increase this level from your own reckless driving.

ROBO Trip

The first stretch of the trip is relatively painless, if you don't count waiting at red lights. Follow closely behind the Securicar and get used to driving while using the rearview mirror. This comes in handy as the enemy comes from behind the two of you. Drive with the rearview in short intervals so you don't risk ramming the Securicar yourself. Use both the Handbrake and the regular brake to stop this huge truck in a jiffy.



Orive-89 SHOOTING

You may find several opportunities in this mission to utilize your drive-by shooting skills. Move the Right Thumbstick Button to the left or right (depending on the side you want to shoot from), then press it to fire in this deadly manner. It works like a charm when the Cartel drive right next to you.





When you spot someone from behind, cut them off into oncoming traffic, buildings, or whatever will inflict the most damage. Sometimes even just knocking them can send them into a spin to buy you time. With your large uber-truck, destroying many of these vehicles is no big deal.

THE Trouble starts



Things look pretty grim in the rearview as you turn right into Belleville Park. A Cartel Cruiser is approaching fast. Use the rearview tip mentioned earlier to knock this guy into something other than the Securicar. If he does sneak past you, hit him in the tail section as he comes around to send him into a spin. By Aspatria, you will have picked up another tail.

THE THIRDEL

In Rockford, the Securicar will enter the tunnel in an attempt to make it to Shoreline Vale this way. This is good. You can more easily keep people behind you in a tunnel. The rearview, however, won't help much since the truck is so tall. The Colombian Cruisers can easily jump up onto the sidewalks in the tunnel, so don't get too cocky and forget about that avenue. If you see a Colombian Cruiser begin to burn ahead of you, slam on the brakes! The Securicar is better shielded from this and you need to survive to cover him.

Watch Out for Cops!

POLICE REPORT

PRIMARY SUPP PAGE

Be careful not to hit any police cruisers. The last thing you need now is a whole new force against you.

HOME Free!

Exit the tunnel under the airport and Pike Creek is dead ahead. Another Cartel vehicle attack is imminent and it may even alert the cops, so be on the lookout. You're home free when you see the Plummet billboard on the right side. Your destination, the AMco building, is on the opposite side of the road. When the Securicar pulls into the warehouse safely, you receive your \$40,000.

ADVANCED Strategy

We're not sure if this is advanced or just lazy, but it definitely sucks the fun out of the mission. Drive up to the Securicar in Donald Love's garage and let it go. Just let it go on its own. The game is programmed to allow the Securicar to make it safely to its destination in Shoreside Vale. Granted, once it reaches its destination you'll have to go check on it (enter Shoreside Vale) to complete the mission and receive the payment.

DONALD LOVE 3: DECOY

Payoff: \$35,000

10B 02SCPIPGION: SWAT teams have cordoned off the area around his associate and the package. Pick up the van and act as a decoy to lead the cops away from the AMco building so he can escape.







Return to the AMco building and have a look around the block. Each road that leads away from the warehouse is littered with cops and SWAT teams in all sorts of vehicles. Block one of the Enforcers with your vehicle to assist in your escape.

As soon as you enter the Securicar, the authorities will be alerted and you'll be tagged with a Wanted Level of 6! That's as high as it goes! Exit the warehouse parking lot before things get too hectic.



You have three minutes on the clock below your Wanted Level. When you see this clock tick down to zero, you win. If not, you fail the mission, most likely because the Securicar could not take the damage or you exited the vehicle for more than 14 seconds. Leaving the main entrance of the parking lot is dangerous.

Once you're out, there's no guaranteed safe place to go. What works well one time may not be the ticket the next time you attempt this mission.

Airport

It's often helpful to escape downhill since the Securicar is sluggish uphill. Plus, downhill leads to the airport, which is another great place to seek refuge. You can evade the cops on the runway for a long time.



HOSPICAL



Heading for the hospital works well, too. You can drive all the way around the hospital, over and over, doing laps to keep the chopper off you and having to deal with only one police vehicle at a time. Since there's only enough room for a couple vehicles between the ledges and the hospital walls, their only option is to hit you from behind—they're not clever enough to attack you head-on.

PORTER TUNNEL

Perhaps the best place to flee is through the tunnels near the airport—the one you drove through when you protected the Securicar in the last mission. The best thing about the tunnel is that the helicopter can't get to you with its devastating cannon blasts!









DONALO LOVE 3: DECOY

Another good thing about the tunnels is that you know that the cops must be coming from either in front or behind you. Plus, if their vehicles are destroyed, it will take time for more to arrive, since there are only so many entrances. Go to the tunnels and head for Staunton Island. If it gets quiet, then stop and move only when trouble comes from either direction.

Reverse

Whenever you're in a serious jam, remember you have a reverse gear!



ADVANCED STRATEGY

The best place to evade the police is your very own garage in Shoreside Vale Wichita Gardens. Leave the AMco parking lot out of the main entrance/exit, take a right to the intersection, and go left up the sloped road heading north. Take a right at the first light, and you should know the way through Cedar Grove to your Hideout in Wichita Gardens by now. Most of the drive from here is downhill, which really helps in this sluggish vehicle. You really have to watch out for slowdowns because you can be pulled from your vehicle and busted.

Drive into your garage and just sit there until the clock runs down. No cops, police cars, FBI, Army, or helicopters will mess with you while you're inside your garage. It's like you just disappeared. Don't waste your time trying to get rid of the Wanted Level; it will just return once you use the Bribes.

When you survive the three minutes, you will automatically pass the mission and earn \$35,000 of Donald Love's money. You can now drive this Securicar (after repairing it in your hideout garage to make the long trip) to Portland and crack it open for money at Joey's Securicar-cracking team in Portland Harbor, or you can deliver it to the Import/Export garage also located at Portland Harbor.

Love's disappearance

When you return to Donald Love for more work, you discover that he has disappeared. Head to the Pan-Lantic Construction site to see if you can find some answers from Asuka.





ASUKA KASEN

ASUKA KASEN 1: Bait

Payoff: \$35,000

JOB DESCRIPTION: Act as bait for the death squads around Liberty City and get them to follow you to Pike Creek where some Yakuza will be waiting for them



Take a car to Shoreside Vale, then head to Pike Creek. The three pink blips on the map show the locations of the death squads. The yellow blip is represents your Yakuza allies. You must lead these squads into the lot where the Yakuza gang will open fire on them (you may participate in the carnage). If you try to annihilate them anywhere else but here, you will fail the mission. If a few men escape the firing squad and take off on foot out of the lot, the blip on the radar representing them will turn green and you will be allowed to run them down.

> One last thing to remember before taunting them into chasing you and then burning out of the area: Make sure you don't get too far ahead of the pursuers or you're liable to lose them. If you do, they'll turn back and return to their original position.

COCHrane Dam Death SQUAD

Head east across the upper Cochrane Dam road, then spin around when it turns to pavement. You'll see the death squad's car on the side of the road near the blocked off tunnel. Hit the gas and scream back to the west. Continue straight ahead when you reach the paved road near the ambush point and fly into the Yakuza parking lot. Head all the way to the back. then spin around so that the side of your car is facing the entrance. Use the drive-by shooting technique to help the Yakuza team destroy the death squad's car and anyone who exits the vehicle. When the dust settles, pick up their weapons and search for the next group.









ріне сгеекоеасн squad

Drive south toward the airport, but do not leave Pike Creek. The death squad is on the corner. They will spot you and make chase, so spin the car around 180 degrees and return to the ambush site. Watch the radar and use your rearview to make sure they are following you. Head back the way you came and take them out in the same fashion as before. Pick up their weapons and then begin your pursuit of the last remaining squad.

cepar grove beath squab

Drive to the second from the last house on the left and do a donut in the street. The final death squad is in the driveway of a nearby home. Speed down the street and repeat the same procedure as you have with the others. If your mission does not end after the fourth car is demolished, look on the radar for green blips. If you see any survivors running around, hunt them down and kill them.

ASUKA KASEN 2: ESPRESSO-2-GO

Payoff: \$40,000

TOB OPSCPIPTION: Smash all nine Kappa Coffee Houses, the Cartel's front company for selling





You need a swift and heavy vehicle for this mission. Head to the Fort Staunton area to jack a Cartel Cruiser, then visit Asuka in the Mask Towers. After learning the details, jump into the Cruiser and head straight to Shoreside Vale's hospital.

Once you hit the first SPANK stand, the timer begins—similar to the 4x4 missions. Although you need not hit them in any particular order, we've charted out the most sensible course of action.





SPANK SCAND #1 (SHORESIDE VALE)

Rev up your engine in the parking lot of the Shoreside Vale hospital, then get up some speed, slam into the SPANK stand, and hightail it out of there. The Colombian inside may live through your attack and you don't need any extra damage from his bullets. Follow the route on the map provided here to get to the airport.





SPANK Stand #2 (SHOPESIDE VALE)

Head to the end of the road that runs in front of the airport, then face the stairs that lead up to the fountain and the subway. Wait for traffic to clear, then bolt up the stairs at an angle, heading straight for the SPANK stand. Crush it, then hurry over to the Bridge to Staunton Island.









(staunton istano)

Follow the route we've mapped out from the Bridge to the third SPANK stand near the carpark in Newport. Smash it and head south.



SPANK STAND #4 (STAUNTON ISLAND)

Head south from Newport to Torrington and find the SPANK stand in the Jefferson Street Credit Union Bank's commons area. Smash it and head south, then west along the southernmost road on the Island. Follow this road, then make the third right and head north to Bedford Point.

SPANK STAND #5

(staunton island)

In Bedford Point, you will find the fifth SPANK stand in front of a building blocked by flowerbeds. Drive into the walkway near the building and smack the stand from the side. Move on out of here and head north along the same road.



SPANK SCAND #6 (SCAUNCON ISCAND)



The sixth SPANK stand (fourth in Staunton) is in front of the Cathedral of all places! Run directly into the front of it. By now, your vehicle may need to be replaced. Look for something equally as heavy and swift—minivans will work.



SPANK SCAND #7 (Scauncon iscano)

From the Cathedral, head due north, then cross the next major road and enter the park through the opening dead ahead. This will almost put you on a perfect trajectory for the last stand in Staunton—up on a hill in the park. Get all the speed you can possibly get on the slick grass and dirt covering the park, then smash the stand and head out of town to Portland via the Callahan Bridge.



SPANK STAND #8 (PORTLAND)

When you arrive in Portland from the bridge, the Portland Harbor is a straight shot (no intersection turns). The eighth SPANK stand is just across the street from the Portland Docks. Run it down and continue in the same direction on this road.



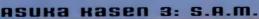
SPANK SCAND #9 (POPCLAND)

Head to St. Mark's by making a right turn as you approach the El Train rails above the road. The final SPANK stand is on the beach across the street from the late Salvatore's mansion, just around the corner of a building. Pick up speed and cut sharply to the left as you head around the corner of the building and... SMACK! That's it for the SPANK! Expect 40,000 big ones. SPANK you very much!

n-ice and the jacks

After this mission, you'll be paged by D-lce, the leader of the Jack gang. He wants you to answer the phone in Wichita Gardens, near your Shoreside Vale Hideout.





P890FF: \$45,000

JOB DESCRIPCION: Take a boat out to the runway light buoys and shoot down a plane full of Catalina's poison during its approach to Francis International Airport, then collect the cargo from the debris and stash it.

As soon as you return to the base of the Mask Towers, you'll be given three-and-a-half minutes to find a boat and make it to the buoys near the runway. If you miss the boat, you'll miss the arrival of the plane and fail the mission.

Head toward the red blip on the radar. This will lead you to the west coast of Staunton Island to a pier where you'll find your boat (Reefer) with the Blue Arrow over it. Take the rocket launcher next to the boat, then press the Y Button to enter the boat safely.



Take the Reefer toward the blue blip on the map. Lightly collide with the buoy with the Blue Arrow over it and a message will appear instructing you to shoot down the aircraft. You can stop here at the buoy and face the east to shoot down the plane; or, if you have time, you can run the boat up the boat ramp near the runway and take aim from the actual runway.

Select the rocket launcher and look to the east. Use the Left Trigger to enter the rocket launcher's sight mode, then fire at the light aircraft as it passes overhead. Wait to shoot until you see the whites of their eyes! Conserve what little ammo you have and make the first shot count.

After annihilating the plane, you'll receive a Wanted Level of 4. Drive the boat around the area to pick up the floating packages—just run over them to collect them. If the plane scattered parcels onto the runway, run your boat ashore and begin collecting those smoldering packages, as well. You need to find all eight packages and return them to the construction site.

Since you're so far away from civilization, the first law enforcement to reach you will be a helicopter. Keep moving to avoid the cannons of the chopper. If you have any extra rockets left in the launcher, you can use them to take out the whirlybird, but you'll suffer the consequences of a Wanted Level 5!



ASUKA KASEN 4: RANSOM

Asuka's dead! Miguel has a note on his lifeless body; it reads, "I've got your precious Maria. If you don't want her face to look like she fell out with the butcher, bring \$500,000 to the Villa at Cedar Grove."

ssoo.coo Ransom

You must have \$500,000 to make an "Exchange" for Maria's life. As you exit Mask Towers, you'll be awarded the \$45,000 earned for completing S.A.M.





RAY MACHOWSKI 1: MARKED MAN

Ray machowski

кач масношѕкі 1: магкер мал

PAYOFF: \$20,000 and a BULLEEPPOOF PAERIOL

TOP DESCRIPTION: Take Ray to the airport in time to make his flight and escape the pursuing CIA!



Take off with Ray in the fastest car you can find. You have three minutes to get him to the airport before his flight leaves. The CIA has the bridge under surveillance, so you must find another route across the bay.

The pink blip on the radar represents the drop off point in front of the Francis International Airport. The Callahan Bridge is closed to traffic, so the best route to take is north from the park to Rockford where you pick up the Staunton Island tunnel. Switch to first person view to better avoid the traffic.

When you reach the 'T' in the tunnel, turn left, then left again at the next airport sign (you'll see it just after the Shoreside Vale message appears in the bottom-right corner of the screen).



Emerge from the tunnel, then hang a left at the intersection and stay on this road. Do not turn right toward the runway, because Ray must first check in.



Pull into the Blue Marker and stop. Ray gets out, makes his plane on time, and hands you a nice present—the key to his lock-up.



The clock has now stopped and you're instructed to go to the lock-up. Follow the pink blip on the radar to gradient in Newport. Pull up to the garage door and it will now open for you. You receive a page from Ray as the door is lifting. He says, "Take care of my bullet proof Patriot. See you in Miami." Excellent! A bulletproof car will certainly come in handy. As you enter the lock-up, you'll also receive a flame-thrower, rocket launcher, sniper rifle, and \$20,000!

LOCK-OUT GOODIES

This garage is a one-time deal. The pick-ups will be created only once. Park the Patriot in your Hideout garage and save your game!

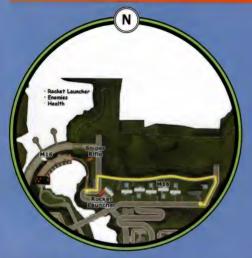


catalina

catalina 1: THE EXCHANGE

Payoff: \$1,000,000

TOP OPSCPIPGION: Follow the "C" (for Catalina) on the radar to the mansion at the end of the block in Cedar Grove. With \$500,000 in cash pull up into the drive, get out of your vehicle, and enter the Blue Marker at the gates of the Colombian mansion.







The two Colombian Cartel guards at the gatehouse will take the briefcase, strip you of all your weapons, and escort you into the compound. After handing over the ransom for Maria, Catalina double crosses you and orders her guards to kill you!

HELL ON WHEELS

Make sure you've got a fast car—like a Cheetah, Banshee, or an Infernus—waiting for you outside the compound when you escape. There's an abundance of them in this rich neighborhood, so you won't have to look very far.

BULLEEPPOOF Patriot

If you've unlocked the Bulletproof Patriot from completing Ray's mission, then you can use it in this mission. It will provide superb safety from attacks all the way into the dam, until the helicopter takes off and starts bombing you. The Patriot will not repel bombs!







In the opening cinematic, Catalina takes the cash and walks away. As soon as her back is turned, you smash the guard in the face and this is where you take over.



SCRIPPED

When you entered the compound, your weapons were taken and you don't have time to search for any sniper rifles, rocket launchers, and such before you find the helicopter. Everything must be picked up from the dead, so killing everyone is necessary to re-arm yourself.

compound escape

As soon as you have control, run forward over the guard you just grounded and take his Handgun.

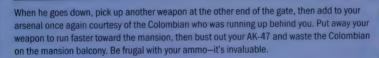
seven minutes

You have seven minutes to destroy Catalina's helicopter, not to mention escape the compound and find the aircraft! That's seven minutes to collect weapons, find the helicopter, and destroy it. Move fast!

Keep running toward the gate you entered, then draw the Uzi and aim at the guard on the right. As soon as he goes down, continue your deadly stream of ammo by shooting the Colombian standing by the left side of the gate.



Keep moving to avoid the hail of bullets from all directions. As soon as this guard goes down, run over him to take his AK-47, then whip around and face the mansion to select the next target running toward you. If you run out of Uzi ammo, use your new AK-47.





Put your gun away again and sprint toward the fallen soldier to escape the line of fire and avoid the last gunman on another balcony. Pick up the downed gunman's weapon, then run out toward the empty fountain with AK-47 drawn and turn to shoot the last Colombian on the balcony. Sometimes he won't fall to the ground and you won't be able to pick up his weapon. If you got it... good!



Take the Cartel Cruiser from the garage, along with the Armor power-up, and speed to the gate. When it opens, you can hop out if you have a sports car or Bullet Proof Patriot waiting; if not, keep it.



Dam Fast

As soon as you set foot on the street, Catalina's chopper will fly westward. The red blip on the map tracks her movement. DO NOT head west down this street, it'll take too long to reach the dam.





Instead, head east around the bend and up the hill. Turn left at the next road and tear down the street at full speed, avoiding traffic the best you can. You should have about five-and-a-half minutes remaining at this point. Turn left at the end of this road and follow the curve around to the right.

M-16

As you drive away on the road behind the Colombian mansion, grab the M-16 on the doorstep of the swank pink house two doors down.

поснеь Launcher

There's a Rocket Launcher on the roof of the last swank house to the west end on this block. Use the mound on the east side of the house to run and jump up there.

Dam Infiltration

Stop on the right after you round the bend, then get out of the car, select the Uzi (if you're out of ammo, then use the AK-47), and blast the Colombian standing on the right side of the dual Cartel Cruiser roadblock. When he goes down, pick up his AK-47, then run around the edge of the Cruiser and shoot the Colombian behind the trucks. Pick up his weapon, enter the right Cartel Cruiser (closest to the hill), and burn rubber down the dam road. You should now have five minutes remaining on the clock.

Law enporcement

Hopefully there are no cops on the road at this point. Sometimes they're around and sometimes they're not. If they see a gunfight, they'll get involved. Not good.



Powerslide the vehicle around before reaching the second blockade, then jump out of the truck and take aim at the Colombian behind the two Cruisers—not the guy standing to the right of them. When you lock on the guy behind the trucks, the Cruisers themselves will take the bullets and explode, killing both guards and saving you time and bullets.

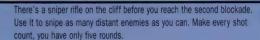


SHOPESIDE IN URLE





SNIPER RIFLE







Drive your truck up to the destroyed vehicles (depending on how far you stopped from them), then take the two M-16s from the rubble and shoot the Colombian standing on the cargo crates.





If you have any Uzi ammo left, run toward the crates and shoot the Colombian near the drums to the right. If he's still alive, come out from behind the crates and shoot him or the drums to finish him. Quickly put the gun away and run up the ramp, then take the gun from the guy on the crates and jump back to where you were for cover. There's a guy up high on the stairs further down to the right who's packing some serious heat.

With your M-16 selected, step back from the crates so you can only see the Colombian on the stairs. Aim carefully, then use a short burst of fire to shoot him. The gun will recoil as you fire, making this difficult. Practice makes perfect.



Emerge a bit further from behind the crates and look for the Colombian on the ground in front of the blue crates on the left side of the dam. Use the M-16 on him or the oil drums behind him before he advances. You can take this dead Colombian's M-16 before entering the range of the two next round of foes.



Take aim with the M-16 and blast the Colombian on the crates below the next building, then shoot the guy on the stairs.

catalina's Airborne!

As you approach the second building, a quick cinematic shows the chopper taking off. You must move even quicker now. You should have at least three minutes remaining to destroy the chopper.

Beware of Big Guns!

POLICE REPORT

PRIMARY SUPP PAGE

When the helicopter takes flight, watch out! It has bombing capabilities, the likes of which you have not seen before!





As you run to the second building (pick up the M-16 if the guy on the stairs dropped to the ground), a Barracks OL truck tries to run you down. Dart behind the edge of the second building and the dam itself. As it crashes near you, come around the corner and take out the Colombian on the ground near the stairs.



Quickly run up the stairs of the second structure and hide from the helicopter, then grab the M-16. When the helicopter sounds distant, shoot over the wall of the structure to dispatch the the Colombian near the parked Barracks OL.

Remain atop the structure; from this vantage point, you can take out the distant Colombians at the end of the pathway. You can also dodge around the corner of the structure to hide from another chopper bombing.

Stand next to the parked Barrack OL and take out the Colombian on top of the helipad, then take his flame-thrower and duck under the stairs if you hear the helicopter coming. Stay there until the current bombing run has ceased.



Head upstairs and burn or shoot the two Colombians on the right side of the platform. Be careful not to hit Maria who is also standing nearby. Head for the tower in the middle of the platform and shoot the last Colombian in the northeast corner.

Quickly take the rocket launcher from the eastern edge of the platform and use the Left Trigger to locate the chopper. Take careful aim and wait until it is well within range, because it has only two rockets loaded.

When you down the chopper and Catalina is no more... that's it, you just beat the game! Enjoy the ending and return to Liberty City to keep the madness from ending!



SHOPESIDE VALE EXTRA MISSIONS

D-ICE 1

D-ICE 1: UZI MONEY

Payoff: \$10,000

JOB DESCRIPTION: Show the Nines how a real drive-by works



Don't Make More Enemies!

POLICE REPORT

PRIMARY SUPP PAGE

Watch your back, there'll be Jacks on the street who will think you're trying to blast them, too!

Ready the Uzi as you enter your vehicle, then look left or right using the Right Thumbstick Button to fire. Only Drive-by kills with this weapon will count.



You must murder 20 Nines in two-and-a-half minutes. Jump into a car and drive around Wichita Gardens looking for purple jackets.

You can keep driving around the same block and plenty of Nines will continue to appear on the sidewalks. Remember not to run over them, only shooting them with an Uzi from the car will count. Watch out for the cops in the area; you don't need to get them involved. If you see a cop, drive around the block so they don't witness any crime.





The Nines will not be passive about their diminishing numbers and will aggressively return fire. Keep in mind that you won't fail the mission if you switch vehicles after yours takes too much damage. Just keep moving! After icing 20 Nines, you will take home \$10,000.



ADVANCED Strategy

If you have the Bulletproof Patriot, earned from completing "Marked Man," the last Ray Machowski mission, then you've got it made. This mission is much easier with a bulletproof vehicle because most of your damage results from the gang's Uzi fire. The Rumpo XLs also cause big damage. However, there's a place you can go where they won't bother you.

Park a couple of cars in your Hideout garage, just in case you don't have the Bulletproof Patriot and you need to quickly find a new vehicle after yours gets shot up. You're going to do your killing spree close to your safehouse. Why, you ask? Because there's a dead-end road behind your garage full of Nines and Jacks, but there's no traffic. This means no Hoods Rumpo XLs or cops!

As soon as you get off the phone with D-lce, head up the sloped road, go straight through the intersection near your Hideout, and head to the road that runs behind your garage. Start blasting purples and reds because there's no avoiding that brawl.

If they throw you out of the vehicle, run around to the other side and enter through the passenger door. It's much easier to get back into the vehicle this way than when the hoodlums are at the driver's door.

Drive all the way to the end of the road where D-lce's apartment and parking lot is located (you'll discover this in "Rigged to Blow"). This is also just above the Porter Tunnel. Turn around and head back and forth along this stretch of road, and you'll easily find all the Nines you need to slaughter.

If you have the Bulletproof Patriot, it would be wise to use it in this mission. In fact, it serves you better here than in any of the remaining missions. However, you may not want to lose it in this mission if it gets battered and destroyed. Make sure to save before you take this mission, just in case you accidentally lose the Patriot.

D-ICE 2: TOYMINATOR

Payoff: \$10,000

JOB. DESCRIPTION: Find the Toyminator van and wreck all the Nines' armored cars.



Follow the red blip on the radar to D-lce's apartments in Wichita Gardens. The blue and white Toyminator van is parked in front of a row of garages.



If you've already found some of the Toyminator vans throughout Liberty City, then you'll be ready for this mission—it's almost the same drill. The only difference is that you have a limited number of RC cars this time.



Drive the RC car as you would any other vehicle. Detonate it under an Armored Car or run the RC car into the tires. If you drive the RC car out of range, it will explode. You have four RC cars to destroy three Armored Cars, so you can afford just one error.

The three red blips on the radar represent the three Armored Cars. When an RC car explodes, another is released from your van for another go at it. The Armored Cars are mobile, so you'll rarely find them in the same place each time you play, but they will always be in the same general vicinity. Destroy all three Armored Cars for \$10,000.



SHOPESIDE I Vale



D-ICE 3: RIGGED TO BLOW

D-ICE 3: RIGGED tO BLOW

Payoff: \$20,000

TOP DESCRIPTION: Take D-Ice's car to the garage in St. Mark's (Portland) to have a bomb defused.



Drive Carefully!

POLICE REPORT

PRIMARY SUPP PAGE

The clock is ticking and the wiring is hot! One pothole too many and the car, and you, could be blown to pieces!



As soon as you get off the phone with D-lce, the timer on the clock starts to tick down from six minutes. Quickly enter your vehicle and race toward the red blip on the radar. This will lead you to Wichita Gardens and an apartment building parking lot. You can't miss D-lce's auto—it's an Infernus with a Blue Arrow hovering over it.

There's a Detonation Meter below your Wanted Level and the timer. As your car experiences jolts, bumps, or collisions, the Detonation Meter will grow. If it fills completely, your remains will be sent to the nearest hospital.

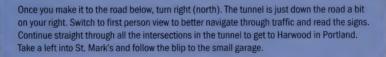
Follow the red blip on the radar to the garage in St. Mark's. The best route to take is through the tunnel, which is quite near. The quickest way to the tunnel is scary, but not harmful at all—if done correctly.







Exit the parking lot and follow the road south. Just past the west end of his apartment building (on your left), before the road turns to the east (left), you can drive down the embankment before the railings along the east curve. Turn the car so that it points directly toward the embankment (west), then coast very slowly over it.





The garage has a narrow door, so be careful pulling it in. Once it's in safely, the bomb will be defused and you'll be instructed to return the car to the same parking lot in Wichita Gardens. If you damaged the car, take it to the Pay 'n' Spray in the Red Light District, then return to D-ice along the same route to collect your \$20,000. Feel free to steal his wheels after collecting your dough.







D-ICE 4: BULLION RUN

Payoff: \$25,000

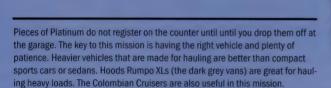
JOB DESCRIPTION: Get a car and snatch up 30 pieces of spilled Platinum bullion from crashed a Federal Reserve flight at Francis International, then deliver it to D-Ice's garage within six minutes



THE TELEPHONE IS RINGING

Answer the pay phone in Wichita Gardens to accept this job from D-Ice.

Follow the pink blip on the radar to Pike Creek. Glowing golden pick-ups are scattered all over the place! The more you pick up, the heavier your vehicle gets, so you must balance load for speed and make several drop offs at the garage. The pink blip on the radar identifies the location of the garage.





leaus metal

With the added load to your vehicle, low speed is not the only hazard in this mission. When you hit anything, the damage inflicted will be twice as bad. Drive cautiously!

With a good truck, you can haul almost 30 Platinum pieces without too much of a slowdown. This is an alternate strategy to making several small shipments to garage. Two deliveriesone large (slow) and one small (quick)—works out very well. When you have a full load, follow the pink blip on the radar to the #2 garage, just east of the Turtle Head warehouse. Complete the mission to earn \$25,000.

D-ICE 5: RUMBLE

Payoff: \$10,000

JOB DESCRIPTION: Battle a gang of Nines with D-Ice's baby brother

Watch the green blip on the radar to find D-Ice's baby brother. He's waiting in front of a string of garages at your Hideout.







RC TOYZ: RUMPO RUMPAGE



When you meet the Jack, he lays down the rules of the fight club, 'bats only.' No guns and no cars. D-lce's brother will follow you and enter your vehicle. Follow the green blip on the radar down the dirt road in Wichita Gardens to Shoreside Vale. You'll see a gang of nine Nines (how quaint). Start wailing on them with your bat and don't let up!

It's not a difficult fight if you're persistent—you may not even need the Jack's help. You'll take a beating, but the fight will be over before you know it. Keep beating the ones that are down until others get up. Most of the Nines will go down once and get up again, unless you really let them have it while they're down. After the fight, D-Ice awards you with \$10,000.

Grippen

The Patriot parked in this lot is none other than the Shoreside Vale 4x4 challenge. Take the challenge.

484

4X4: Gripped!

Payoff: \$30,000

JOB DESCPIPGION: Collect 20 checkpoints in five minutes

You may collect these checkpoints in any order. Pass through the first one to start the timer. Each checkpoint will add 15 seconds to the clock to help you make it to the next checkpoint.

RC TOYZ

RC TOY2: RUMPO RAMPAGE

PAYOFF: \$1,000 FOR EACH HOOD VAN DESCROYED

JOB DESCRIPTION: Destroy as many Hoods Rumpo XLs as you can in two minutes.

In Wichita Gardens, behind your Hideout apartment in a corner behind two billboards is the Toyminator van: Rumpo Rampage. Once you enter the van you will be given two minutes to blow up as many Hoods Rumpo XLs as possible. The Hood vans are dark grey. Simply drive the RC Cars out onto any surrounding street and begin the mayhem!

раснаве

Don't forget to pick up the hidden Package behind the Toyz van!









CHAPTER





secrets

HOOKER TRICK

Pull up to any Hooker (pink or brown outfits) on any street so that she is on the passenger's side of the vehicle and wait for her to walk up to the window and talk to you (she'll only appear to talk). After a moment she'll enter the vehicle. At this time, pull into the closest alleyway (if that doesn't work, try a more secluded alley). If your health is below 100 points, this trick can take it up to a maximum of 125. The trade-off is that for every two points of health you gain, you lose one dollar—not a bad deal!

GOLLA HAVE THE RIGHT MHEELS

Hookers won't get into just any vehicle. They seem to shy away from Taxis, vans, and law enforcement vehicles.





















UEHICLE MISSIONS

When you enter a Taxi, Fire Truck, Police Car, Ambulance, Mafia Car, Enforcer, or a Rhino (tank), you can pick up missions that relate to that vehicle by pressing the X Button. The following section discusses the details of those jobs and what you can earn for completing enough of the individual missions. These missions are tracked on the In-game Stats Menu.

Penalty for Early Withdrawl

POLICE REPORT

PRIMARY SUPP PAGE

Exit any of the vehicles during a mission and the mission will end, except for the Vigilante missions where you are given 60 seconds to re-enter a law enforcement vehicle.

Taxi missions

oetails

Pick up a pedestrian with a Blue Arrow overhead, then drive them to the specified location before the time runs out. The clock is located below your Wanted Level. When you pick up the fare, a destination message will appear on the bottom of the screen. The pink blip on the radar identifies your intended location. A Blue Marker appears





at the actual destination. Stop there to let the passenger out and get paid, then quickly move on to the next passenger, which will appear as a green blip on the radar.

Payore

The fares you make are yours to keep. Complete 100 taxi missions (not necessarily in a row) and a new Borgnine Taxi is created in Harwood.

AMBULANCE MISSIONS

Details

Drive patients to the nearest hospital... carefully. If the ride is too hazardous, they are likely to find a different way to the hospital. Follow the pink blip on the radar to the bleeding individual with the Blue Arrow overhead. Once the victim is in the Ambulance, rush them to the hospital, which will appear on the radar as another pink blip. Stop in the Blue Marker in front of hospital admittance, then pick up the next wounded individual (check the radar again). Use the Siren to make some



caring citizens move to the side of the road. Ambulance missions are measured in levels; the higher the level, the more pickups in a single outing. Time is added to your total for each person picked up.

Payore

If you save 50 pedestrians, Health power-ups will be created at your Hideouts. Save 100 pedestrians and Adrenaline is created at the Hideouts. If you complete Ambulance Level 16, then Infinite Run is awarded, enabling you to run without tiring!

FIRE-LRUCK MISSIONS

Details

Steal a Fire-truck, then press the X Button to accept the challenge. You are immediately given a specified amount of time on the clock below the Wanted Level to extinguish the fire. Follow the red blip on the radar to the specified location. Press the Left Thumbstick to turn on the sirens and hopefully persude vehicles to clear out of





your way; if they don't, then just plow through them. You need to extinguish only the specified fire, it doesn't matter if you create your own in the process! You will always find a burning vehicle at the fire locations. Press the Right Thumbstick as you drive toward it and aim the stream of water at the fire. Once the flames are out, move on to the next fire.

Payore

You double the money earned with each consecutive fire extinguished in a single mission. Put out 30 fires in each area of town (covering all three districts) to get the Flame-thrower at your Hideout. This weapon will not be unlocked by collecting Hidden Packages.

vigitante missions

Details

Enter a Police Car, FBI Car, Enforcer, or the Rhino and press X Button to activate the Vigilante missions. As always the case when driving an emergency vehicle mission, using the siren will usually make vehicles pull over and get out of your way. Also, listen to the dispatch radio as well as watching the radar to find the location of the target.

RHINO CONTROLS

If you're lucky enough to snag a tank from a Wanted Level 6 frenzy, spin the turret with the Right Thumbstick and press this button to fire.







Now the shoe is on the other foot! This time, you're the one chasing the bad guys! Culprits race around in their vehicles (green blips on the radar). Chase them down and run 'em off the road or just do your best to make them stop. If the wreck doesn't kill them, they'll jump out and take off on foot. Run them over or cap 'em, whichever way works best for you. If

you get out of the vehicle, you have 60 seconds to return to it or another law enforcement vehicle. There are no arrests, You're out to eliminate the bad guys.

Payore

Kill 40 criminals in each area of town in all three districts to create Police Bribe power-ups at the Hideouts. Two are awarded for each district.

emergency vehicle crane

Head to the ship closest to Portland Beach at the Portland Docks. Look for the hanging crane magnet near the stack of storage containers beside the ship. Drive any of the listed emergency vehicles underneath the magnet and step out of the vehicle. The magnet will pick up the vehicle and deliver it to the ship.



The vehicles that need to be delivered are an Ambulance, Fire-truck, Police Car,

Enforcer, Barracks OL, Rhino (Tank), and an FBI Car.

Payore

You'll be awarded \$1,500 per vehicle-it will only accept one of each of the specified vehicles. When all seven vehicles are delivered, you'll receive \$200,000 plus seven GTA pick-ups for each of the vehicles collected. Return to these GTA pick-ups to order the vehicle of your choice..

















INDUSTRIAL IMPORT EXPORT GARAGE

The Industrial Import Export Garage is due west of the Emergency Vehicle Crane. Look for the two-toned blue garage door with a car list posted to the left of it. Deliver the following cars: Securicar, Moonbeam, Coach, Flatbed, Linerunner, Trashmaster, Patriot, Mr. Whoopee, Blista, Mule, Yankee, Bobcat, Dodo (airplane with clipped wings), Bus, Rumpo, and the Pony.



Haro-to-Fino Vehicles

Having difficulty finding the Mr. Whoopee ice cream truck or the Trashmaster? Take up some Vigilante or Fire-truck missions and they'll appear. Make sure you preserve them when you find them. All these cars randomly generate. The Dodo will turn up when you start taking jobs from Donald Love.

Payore

Deliver all of the vehicles on the list to receive \$200,000, plus 16 GTA pick-ups for each of the vehicles collected. You can then walk into the icons to have the car of your choice delivered for your use during missions.

SUBURBAN IMPORE EXPORE GARAGE

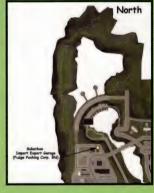
This is located in Shoreside Vale on a corner in Cochrane Dam between the upper road along the dam and the bridge that takes you to Cedar Grove. The garage is part of the Fudge Packing Corp. It has a car list posted to the left of the rusty-red garage door. Deliver the following list of cars: Sentinel, Cheetah,



Banshee, Stinger, Infernus, Esperanto, Kuruma, Stretch, Perennial, Landstalker, Manana, Idaho, Stallion, Taxi, Cabbie, and a BF Injection.

Payore

When you deliver all the cars on the list, you get \$200,000 and 16 GTA pickups. These icons have the label of the car hovering over them. Enter the garage and walk into the correct icon to order that car. Walk out of the garage and the car will be delivered. Enter the garage and drive off in that car for each of the vehicles collected.



BULLEL PROOF PATRIOL

After completing Ray Machowski's level, Ray's lock up is opened in Newport. You'll find a Bulletproof Patriot, Flame-thrower, Rocket Launcher, and Sniper Rifle—plus \$20,000! These pick-ups will be created only once.



JOEY'S BF INJECTION

After completing Asuka mission 1 (Sayonara Salvatore), Joey's BF Injection is created at Misty's Flat in Hepburn Heights near the El Burro phone. Afterward, these buggies will begin to randomly appear just as the other vehicles do.

Hidden Packages

There are 100 Hidden Packages throughout Liberty City and some of them are very difficult to find (see Maps on pages 110-112 for locations). There are different ways to get these hard-to-get Packages. Since you can't fly, you must find stairs, ramps, dirt mounds, or jump from higher structures—like building rooftops or El Train tracks. You receive \$1,000 for every Package you find; for every 10 collected, a power-up appears and regenerates at your Hideouts. Use the following list with the maps and half of the challenge is over.

POWER-UP Prizes

Packages Collected	Power-up Created in Hideout(s)
10	Handgun
20	Uzi
30	Armor
40	Shotgun
50	Grenades
60	Molotovs
70	AK-47
80	Sniper Rifle
90	M-16
100	Rocket Launcher + \$1,000,000 cash bonus

HIDEOUT BODY SHOP & EXTRA POWER-UPS

Every time you park a damaged car in the Hideout garage and save your game, the car will be repaired, good as new, when you return!

After finding quantities of Hidden Packages, weapons will appear at your Hideout. Oftentimes, you can get double the ammo by taking the weapons before and after you make a save.



SECPELS











110

PortLand

- Harwood; drive north to the end of the path.
- 2 Harwood, on roof of Head Radio station. Jump from El Train tracks.
- 3 St. Mark's, on top of the AMco Gas Station building. Walk the street walls and jump from one roofton to the next.
- 4 St. Marks, inside Easy Credit Autos. Break glass.
- 5 Portland Beach, Salvatore's Mansion, north ledge.
- 6 On a beach ledge below Salvatore's back balcony.
- on a beach ledge below Salvatore's back balcony,
- Hepburn Heights Towers, behind building as far as you can go.
 Hepburn Heights Towers, in parking lot island near El Burro phone.
- 9 Hepburn Heights, between trees.
- 10 St. Mark's, one block due south from AMco Gas Station, in small parking lot. Enter driveway in back of building.
- 11 St. Mark's, building facing large potholes. Climb rubble around back.
- 12 St. Mark's Park, all the way to the back wall.
- 13 Red Light District. Take stairs to roof of Luigi's Sex Club 7 and jump to next roof west.
- 14 Red Light District. Take stairs to roof of Luigi's Sex Club 7.
- 15 Red Light District, rooftop opposite across from Joey's Sex Club; stairs in the alley.
- 16 Chinatown Subway, near bathrooms on the middle level.

- 17 Red Light District. Smash the glass of the Rush Construction Company building.
- 18 St. Marks, long sloping alleyway in back yard.
- 19 St. Mark's, tramp tunnel. Enter near Super Save or 8-Ball's.
- 20 Portland View, on top of Supasave. Jump down from the El Train track onto rooftops.
- 21 Chinatown Market, alley behind Hong Hung Inc.
- 22 Chinatown rooftop. Use stairs.
- 23 Chinatown, alleyway behind Roast Peking Duck.
- 24 Trenton, inside the gates and behind the Bitch 'n' Dog Food Factory.
- 25 Trenton, roof of Liberty Pharmaceuticals.
- 26 Portland Docks rooftop. Use stairs near Colombian ship and jump to the awning of the next building.
- 27 Trenton, in yard via an alley ramp and Police Bribe.
- 28 Trenton, in front of Joey's Garage and behind fence.
- 29 Callahan Point Power Plant, behind concrete fence facing Saw Mill.
- 30 Trenton Sawmill rooftop. Jump dirt mound in a car behind the mill.
- 31 Callahan Point, behind the Turtle Head Fish Co. Use a Belly-Up truck or the Trashmaster to enter.
- 32 Atlantic Quays, at the end of the long paved pler.
- 33 Island south of Portland. Use boat to dock on rocks.



staunton Island

зе раскасеѕ

- Army surplus, corner between garage and sea wall. 34
- 35 Coliseum, behind RockStar billboards.
- 36 On top of hospital overhang, east of entrance.
- 37 Stadium entrance.
- 38 East side of university, facing street.
- 39 Construction site, small building, second level, inside room,
- 40 On top of small bridge. Jump on girders and walk up.
- 41 In Colombian Garage where you saved the OOG.
- 42 Construction site, on the ground in a corner.
- 43 Connecting alley to 8-Ball's in a garage next to carpark.
- 44 Multi-story carpark, second floor corner, near ramp.
- 45 Alleyway south of Coliseum, Uncle BJ's Deli & Grocery.
- Jump off (in car) of suburban curvy bridge onto rooftop. 146
- 47 Under road tunnel, lower shoreline road, in corner near ramp. Basketball court.
- 49
- Staunton to Shoreside bridge in center median of drawbridge.
- 50 Under park bridge.
- 51 End of third south dock, on Pler north of Callahan Bridge.
- 52 Newport, L-shaped alleyway near Callahan Bridge.

- Museum, top of stairs.
- Pier, south of Callahan Bridge. Jump up, away from water, to grab hovering package.
- Behind Police station, in parking lot.
- Newport, lower pathway to Police station, in parking nook.
- 57 Behind the Church.
- End of Alleyway. 58
- 59 Underground AMco parking garage, near elevator.
- 60 Take ground level Fire Exit doorway to very top of AMco rooftop (multi-
- 61 Bedford point, upstairs in smashable glass building.
- 62 Doorway facing intersection.
- 63 On roof in projects area.
- 64 Behind rocks on pavement before Pier.
- Behind building in projects area.
- Underground carpark.
- 67 On top of pedestrian walkway.
- Behind star statue logo.
- On top of Kenji's casino on helipad; take stairs.















SHORESIDE VALE

зі раснабеѕ

- West dam dome.
- 71 East dam dome.
- 72 First dam Tower.
- Lower dam, "Exchange" helipad.
- Behind boulder, corner of dam building and canyon wall. 74
- 75 Behind the furthest west swank house.
- 76 Front porch of third furthest west swank house.
- 77 Front porch of fourth furthest west swank house.
- Colombian mansion, in swimming pool.
- Shoreside Vale, picnic tables.
- Fudge Packing Factory; walk concrete walls, jump down to rooftop, drop into fenced-in area.
- Cedar Grove, in overpass tunnel behind Hideout.
- 82 Behind Police station, on roof.
- 83 Pike Creek, behind building amongst oil drums.
- 84 Behind Hideout, billboard, and Toyz Van.

- Wichita Gardens, entrance to apartments.
- Wichita Gardens, in between apartment buildings.
- 87 Pike Creek, on blue container, in lot east of hospital.
- 88 Behind hospital.
- 89 Rooftop; use stairs on opposite building, jump to the awning of the next.
- 90 Pike Creek between back wall and Turtle Head storage garage.
- 91 Wichita Gardens, under twisted wooden bridge.
- 92 Airport, across from parking lot.
- Airport, under wing of plane near hangars.
- Airport, on ground next to Dome.
- Airport, under plane.
- In front of Airport, behind billboards.
- 97 Subway, lowest level.
- 98 Airport, on helipad.
- 99 Airport runway, lower ledge near water.
- 100 Airport, end of a runway, lower ledge.





113

SECPEES





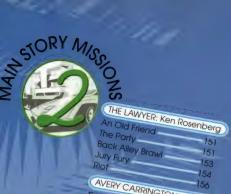






official strategy guide

BY TIM BOGENN

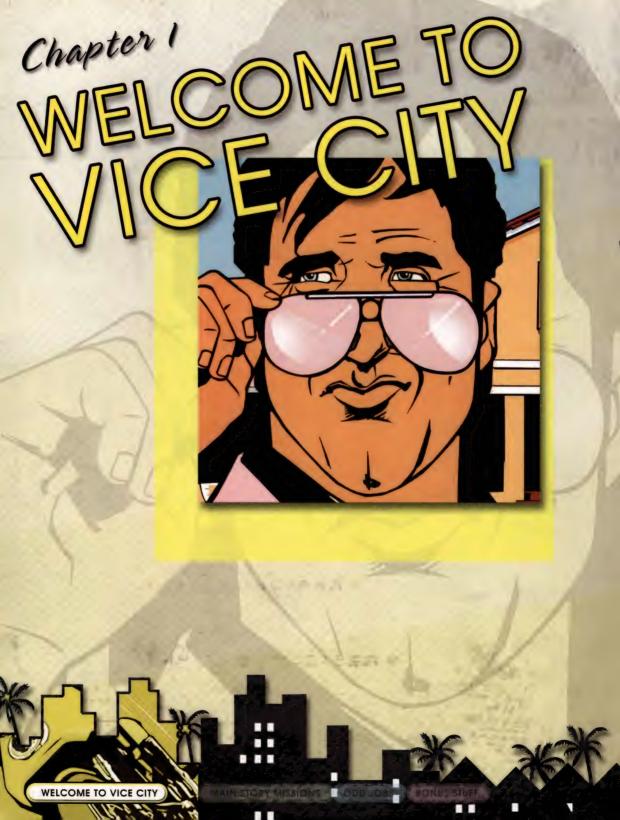


Publicity



The Party	151	ASSASSINATION ROOM RIVER	
SUCK Allows	151		
Jury Fury	153	voste the !	
Riot	154	Autocide Wife	196
AVERY CARRY	156	Check Out at a	197
AVERY CARRINGTO	ON	Check Out at the	Check In 197
Demolitic .		PORN EMPIRE: S Recruitment Drive	199
Demolition Man Two Bit Hit	159	POS EMPIRE: S	teve s
	160	Recruitment Drive	SVE SCOTT
THE COLONEL: Juan Treacherous Swine Mail Shoote	162	Dildo Dodo	203
Treacherous Swine Mall Shoots	Garcia Cortos	Martha's Mug Shor	204
Mall Shootout	164	G-Spotlight	205
		CUBANS: Umberto	206
ONE BADON	1/9	Stunt Boat Challenge)
The Chase	Diaz	Cannon Fodder Vaval Enga	209
Phnom Penh '86	A STATE OF THE STA	Vaval Engagon	210
THE S	170	HAITIAN	211
THE COLONEL: continued	171	HAITIANS: Auntie Pou Ju Scrambie	lat
Sir, Yes Sir!	d) Bo	lju Scramble	ier
All Hands on D			214
COKE BADO	72	Y LICKIN'S	215
The Facts Continued	C	JBANS: continued	217
The Fastest Boat Supply & D	Trojo	In Voodoo	
Demon-			
TOMMY VEDO	5	AIYARD: Checks	218
	Chec	ATYARD: Checkpoint Charlie	Race
	KAUF	MAN CAB	221
Shakedo.	VIP	MAN CAB	
BIGNAL 3	Friendly	Rivalry 22	
Copland 181	Cabmo	Rivalry 22 19eddon 22	3
ROCK PAGE 183	THE	geddon 22	4
	No 5	LIBU: Bank Heist	
Love Juice Psychology	No Escap	e?	
Psycho Killer 186			
BIKERS: "Big" Mital	The Driver The Job	228	
BIKERS: "Big" Mitch Baker Alloy Wheels of Steel Messing with the	116 300	220	
Messing, Steel	PHIL CASS	231 IDY: Gun Warehouse	
Hog Tied Man 101	Gun Runner	Gun Warehouse	
ROCK BAND 192	- I I III III C	225	
ROCK BAND: continued	PRINT	Saigon 235	
Publicity Tour	Spillin	S: Countary	
194	Spilling the Be	SC Counterfeiting	
	COLITIC	220	
	MISSION	239	-
			-
k	keep Your Friend	tor ds CI- 241	
	rriend	ds Close 242	
		-42	





Introduction

Somewhere along the sun-drenched coasts of Florida in the 1980s, there was a place called Vice City. Filled with drugs, gangsters, and a general populace ranging from extremely rich to very poor, it's a town filled with opportunities for the right kind of person.

Tommy Vercetti is just the type to take advantage of those opportunities. After being thrown in jail for 15 years and left to rot by his mob family, he's now out and looking to get back in the business. A trip south from Liberty City to do a simple transaction for the mob quickly gets out of hand. Tommy winds up without the money he was told to deliver, the coke he was supposed to pick up, or even any surviving members of his small group.

That's just about where you come in. There are cars to jack, missions to complete, jobs to do for people, sights to see, properties to purchase, extra (and fun) stuff to play around with, new weapons (even a few tools), a few changes of clothing, and many new acquaintances to meet—friends who can help you create your own criminal empire in Vice City.





Basics

This section gives you a broad overview of the contents of *Grand Theft Auto: Vice City.* We provide the details on some of the more basic mechanical aspects of the game, plus the various things you can do around town. If you're looking to get right into the heart of the matter, though, then check out our walkthrough strategy for the Main Story missions, as well as the Property Asset and Extra jobs. If you want to relax and mess around a bit, flip right to the Bonus Stuff chapter for specifics on the secret diversions hidden around the city.



CONTROLS On Foot (Setup 1) In Vehicle (Setup 1) Reverse/Brake Enter/Exit Target/Answer Cell Phone Jump (Descend in Helicopter) Accelerate Hand Brake Attack or Fire Weapon Run (Ascend in Helicopter) Sub-Mission Toggle Walk Steer Change Camera View (Emergency Vehicle) Crouch Horn Change Camera View Next Weapon Look Around Drive-by/Look Around Previous Weapon Radio Fire Weapon Look Behind

WHAT'S NEW?

VEHICLES

Motorcycles! Yes, you can now cruise the streets on your own personal bike and pop a wheelie past the cop cars. These two-wheeled rides also provide the ability to fire straight ahead with certain weapons—something you cannot do in any car or truck.

You can even take to the air in Vice City. Fly helicopters and a seaplane. There are also several different types of new cars, as well as some new radio controlled vehicles.

There are some new opportunities and hazards, too. Tires can now be shot out. (Watch out, the police will deploy spike strips!) You can take out the driver of a vehicle with some accurate shooting. Control becomes increasingly difficult with each blown tire, and driving a vehicle with four blown tires is nearly impossible.

PROPERTY

You can purchase real estate around Vice City. Pick up a Save House of your choice. You'll get multiple garages, a place to save, and storage for all the goodies you've earned from collecting Hidden Packages at several locations. All Save House locations are available for purchase from the beginning of the game, except for those on the Mainland. These open after the "Phnom Penh '86" mission once the roadblocks have been removed.

You can also purchase certain pieces of real estate that have missions tied to them (indeed, you must to finish the main story). Very often, when you complete these missions, the property will begin to generate revenue for you, which you can cruise by and pick up any time. These are called Asset Properties.



ASSET PROPERTIES

At the beginning of the game, the Asset Properties are not purchasable (indicated by the red house icon in front of them). The house icon turns green and the Properties become purchasable after completing "Shakedown" in Tommy's Protection Ring missions. You must perform certain tasks before certain Properties begin generating daily cash. These details are listed below.



Boatyard

The Boatyard in Viceport can be purchased for \$10,000. Once "Checkpoint Charlie" is complete, it will generate \$2000 max per day. Other benefits include free boats.

Cherry Popper Ice Cream Factory

The ice cream factory in Little Haiti costs \$20,000. Once the Distribution mission that it unlocks is complete, it will generate \$3000 max per day. Benefits include a Drug Distribution mission that provides a small reward per transaction.

Kaufman Cabs

This Little Haiti cab company costs \$40,000, but once purchased, it will generate \$5000 max per day and allow you to take the three Kaufman Cab missions. Complete these missions to unlock the Zebra Cab, which will appear in the Kaufman Cab building.

Car Showroom

Sunshine Autos in Little Havana costs \$50,000. It generates \$1500 a day per import/export board completed (\$6000 in total), includes a free Pay 'n' Spray on the property, provides a Save House + four garages, and unlocks the Vice City Racer missions.

Print Works

Purchase the Print Works in Little Haiti for \$70,000. Once its mission strand is complete, it will generate \$8,000 max per day. Completing these missions is also a prerequisite to access the finale of the Main Story missions.

Film Studio

Purchase the Film Studio on Prawn Island for \$60,000 and it will generate \$7,000 max per day once its mission strand is complete.

The Malibu

The Malibu Club in Vice Point has a steep price of \$100,000. However, once its mission strand is complete, it will generate \$10,000 max per day. Owning this institute is a prerequisite to the finale.

Pole Position

The Pole Position in Washington Beach will set you back \$30,000, but once you spend \$600 on the dancer in first room in the open hallway, the property will generate \$4000 max per day.

Make sure you check out the room in the back of this hallway,

as well!

SAVE HOUSE PROPERTIES

The following are non-Asset properties that can be purchased from the beginning of the game and after "Shakedown" (Mainland Properties). Save your progress at these locations using the Save Tape. You can also store your vehicles at some.

Elswanko Casa

Costs \$8000, has one garage, and is located in Vice Point, south of the North Point Mall and east of Leaf Links north island.

Links View Apartments

Costs \$6000, has one garage, and is located east of Leaf Links Island and west of the Vice Point Police Station.

Ocean Heights

Costs \$7000, has one garage, and is located on the southernmost block in Ocean Beach.



Hyman Condo

Costs \$14,000, has three garages and one Helipad, and is located on the block east of Hyman Memorial Stadium (Mainland).

1102 Washington Street

Costs \$3000 and is located across from Ken Rosenberg's office in Washington Beach.

3321 Vice Point

Costs \$2500 and is located on the shoreline north of North Point Mall.

Skumole Shack

Costs \$1000 and is located
Downtown, on a rooftop that's
down the street and around
the corner north of the Biker Bar.





WHEELIES, STOPPIES, AND TWO WHEEL BONUSES

You will see Wheelies, Stoppies, and Two Wheel bonuses on the Stats menu. The Two Wheel challenge is done in any four-wheel vehicle. See how long you can maintain a vehicle on its side while riding on two wheels! Bonuses are awarded for beating your own best time for all these tricks. Use any Motorcycle to pull off a Wheelie. Pull back on the Left Thumbstick, gas it up, and then ride it out as long as you can. The Stoppie is performed on any two-wheeled cycle, except the Harley-type bikes. Reach a maximum speed on the cycle, then press both brakes (hand and regular brakes) at the same time while leaning forward. Lean forward and backward to maintain the balance and see how long you can hold the Stoppie.





ROBBING SHOPS

You can knock over some Vice City shops for cash and a piece of the 100% completion of the game! Simply walk into one of the following shops, then target (but don't shoot) the cashier, and he'll promptly fork over cash. The longer you hold your aim, the more money he coughs up, until three stacks of cash have been dispensed. Shoot him before letting up your aim and he won't hit the alarm. Either way, the cops will be on the way, so get out of there quickly!



STORE TO ROB	LOCATION
Corner Store	Vice Point, one block north of the Shady Points Hospital.
Dispensary + (Pharmacy)	Vice Point, one block west of the Corner Store.
Jewelry Store	Vice Point, just east of bridge to Leaf Links Country Club.
Gash	North Point Mall
Music Store	North Point Mall
Jewelry Store	North Point Mall
Hardware Store	North Point Mall
Bunch of Tools (Hardware)	Washington Beach, on peninsula west of Washington Beach Police Department.
Ryton Aide Pharmacy	Little Haitl, next to Pay 'n' Spray.
Pharmacy	Downtown, on the street between Love Fist's Studio and Rock City.
Jewelry Store	Downtown, on the street between Love Fist's Studio and Rock City.
Deli	Little Havana, one street north of Ryton Aide.
Doughnut Shop	Little Havana, on the corner south of Cherry Popper.
Laundromat	Little Havana, west of the Print Works.
Screw This (Hardware)	Little Havana, between Umberto's and Sunshine Autos.

CLOTHING STORES

There are 10 different outfits that can be worn anytime after unlocking them. The following is a list of Tommy's growing wardrobe and where they are located.

Street Outfit

Unlocked after completing "An Old Friend" (Rosenberg mission). It is delivered to each Save House after their purchase, including Tommy's Estate (after the "Rub Out" mission).

Soiree Outfit

Unlocked after "The Party" (Rosenberg mission). It is delivered to Rafael's.

Coveralls

Unlocked after "Riot"
(Rosenberg mission). It is
delivered to Tooled Up in
the North Point Mall.

Country Club Outfit

Unlocked after "Four Iron" (Avery Carrington mission). It is delivered to the Golf Club.

Havana Outfit

Unlocked after "Two Bit" Hit" (Avery Carrington mission). It is delivered to Little Havana Streetwear.

Cop Outfit

Unlocked after "Cop Land" (Protection Ring mission). It is delivered to the Police Station in Washington Beach.

Bank Job Outfit

Unlocked after "The Job" (Malibu mission). It is delivered to the Malibu Club in Vice Point.

Casual Outfit

Unlocked after
"Treacherous Swine"
(Colonel mission). It is delivered to the Gash in North Point Mall.

Mr. Vercetti Outfit

Unlocked after buying the Pole Position and is delivered to Collar & Cuffs.

Tracksuit

Unlocked after "Supply and Demand" (Diaz mission). It is delivered to Jocksport in Downtown.



100% COMPLETION

To reach 100% completion (indicated on the stats menu), you must complete all of the following challenges:

- All Main Story Missions
- All Extra Missions
- All Odd Jobs
- All Rampages
- All Unique Jumps
- Collect 100 Hidden Packages
- Purchase All Properties
- Rob All Stores

EXTRA MISSIONS

In addition to the missions tied to real estate, there are also several Extra missions—everything from Helicopter checkpoint races to a demolition derby arena.



OTHER GOODIES

Building interiors are accessible (including a large mall to explore). Inside areas are key locations for many missions, as well as for some less obvious purposes—like buying food to gain health.

The map in Vice City is very tight. You'll find the in-game map especially handy for finding your way around town.

There are gang wars in Vice City, but you can save the Cuban or Haitian missions until attempting full completion of the game, so you won't have to deal with quite so many random people on the streets gunning for you.

Vice City's targeting system makes combat on foot very manageable. If you're a type that usually has a hard time aiming, you'll find it easy to deal with in this town.

There's also a large arsenal of weapons, including nasty new melee weapons like the chainsaw, and an impressive array of shotguns, assault rifles, submachine guns, and more. (See the Weapons section of this guide for all the details.)



CRIME AND PUNISHMENT

There are lots of ways to find trouble in Vice City, but only a few ways out—usually involving jail or a pine box.

Basins

WANTED LEVEL

Any illicit activities you perform while out in public have the potential of arousing police interest. This is measured by your Wanted Level, which ranges from one star, all the way up to six. Get it to five and the FBI becomes involved. Reach six and the military shows up to terminate you.

As soon as your Wanted Level exceeds a single star, the law pursues you relentlessly until you take steps to remove some stars. A single star, however, will elapse on its own over time, as long as you don't get into any more trouble.

Clean Duds Changing clothes will clear Changing Wanted Level. a 1- or 2-star Wanted

SHAKING THE HEAT

There are a few ways to reduce your Wanted Level. You can find Police Bribes scattered around the city (see our Police Bribes map in the Bonus Stuff section of this guide); picking one up lowers your level by one star.

Another option is to drive into a Pay `n' Spray. This not only fixes your car, but also completely clears your Wanted Level. However, there is a catch here—your current stars will briefly remain flashing when you emerge with your shiny new paint job. If you do anything illegal during this time, your Wanted Level will be fully reinstated. Keep that in mind if you just made a narrow escape from the military and some guy cuts you off in his moped. It's probably not worth it.

Of course there are also the less pleasant ways out of trouble. If you bite it (either by losing your health, getting caught inside an exploding vehicle, or falling in the water), you'll wake up at the nearest Hospital, sans weaponry and minus a bit of cash.

If you get busted by a cop or the FBI, you'll wind up at the local Police Station; again, minus your weapons and cash. The military has no interest in busting you; they'll simply blast you.

You must now also be wary of the cops on foot—they will open your car door and bust you much quicker than they did in Liberty City. Perhaps there's better training in Vice City.



WANTED LEVEL BREAKDOWN

The following is what to expect from Vice City heat.



This is a low-level alert; any cop on foot or in a passing cruiser will follow you. If they pull you out of a car or knock you down to the ground, you're busted. Find one Bribe or lay low for a while to shake this minor offense. The police carry Colt 45s and Nightsticks.



Things heat up a bit with the second star. Expect to see two cruisers in hot pursuit. The cops may even shoot first and read you your rights later. You cannot simply shake this level of trouble, so visit a Pay 'n' Spray or find some Police Bribes to get the law off your back.



Reminiscent of Crockett and Tubbs from Miami Vice (packing Uzi 9mms), new heat join the chase in their Cheetah, while a helicopter serves as the eye-in-the-sky. Light roadblocks, comprised of one or two cruisers, also appear to barricade major streets.

Police cruisers arrive quickly and violently, the helicopter never pauses to take a shot at you, Tire Strips are pushed out onto the roads, and SWAT teams in Enforcers jump into the action (packing Uzis and Colt 45s). If they catch you, the bamboo under the fingernail treatment is likely. Also watch out for SWAT troops roping out of helicopters.

Five stars merits all the heat of the previous alert with the addition of the FBI in their black Ranchers! There are four FBI agents in each SUV, and they all pile out and begin shooting upon arrival. FBI agents carry MP5s and Colt 45s.

0/-0/-0/-0/-0/-0/-

The Army is called into action when you reach the maximum Wanted Level. Soldiers in Rhinos, Barrack OLs, and flatbeds flood the streets, carrying MP5s, Grenades, and Cott 45s. The helicopter still buzzes overhead. You're in deep now, buddy!

GETTING AROUND

ON FOOT

Yes, it's true, you'll occasionally have to give up your lead foot and hike around the city.

There are many good reasons to do this: You can access areas difficult or impossible to reach in vehicles, fighting is easier with all of your available weapons, and you can escape pursuit more easily.

Also, fairly obviously, being on foot is your ticket to a new vehicle. Jacking a car is simple, and you're limited only by what happens to be around when you want a new ride.

Running improves your endurance over the course of the game. Tommy initially wears out fairly quickly, but is eventually able to travel great distances at a good clip on foot. This is pretty handy in more than a few situations.



CRUISING THE STREETS

Vehicles are at the heart of the game—they're everywhere. There are boats at the docks, helicopters on landing pads, and cars and motorcycles all over the city, just waiting for your tender ministrations (or mid-traffic carjackings and rampant abuse, whichever you prefer).



Taxi Rides

A mysterious Kaufman Cab shows up outside of the Hospital or Police Station after being Busted or getting Wasted on a mission. Enter the cab with the large arrow above it, and for a mere \$9, it will whisk you to the location where you picked up the job you failed. It's a cool little feature that gets you back on the job quicker.

The Bail Out

Remember that any vehicle you drive can suffer from damage, including having its tires destroyed, so watch the smoke to know when you need to bail out. If the smoke is white, you're still okay, but be careful once it's black. If your vehicle starts flaming, get out immediately and run for cover!

It's also possible to do a diving bail out, which means you can use cars as giant mobile explosives if you feel the need. To bail out of a vehicle, you need Speed + Y Button.

Garages

If you find a vehicle that you particularly like, take it to one of your garages and store it. If you have several Save Houses, then you can store multiple vehicles. It's handy to have a variety of rides around when you need a specific kind (fast cars for some missions, more durable trucks or vans for others).

Motorcycle Drive-bys

Keep in mind that motorcycles make better gun platforms than most other vehicles. You can shoot forward on a bike, which enables you to chase down targets and destroy their vehicle from behind—something you can't do while shooting out the side windows of the other vehicles.

Earliest Chopper

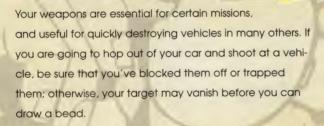
The earliest you can take to the Vice City skies is immediately after the roads blocks are removed, allowing you access to the mainland. This happens during "Sir, Yes, Sir" (Colonel's Missions). Provided that you've done a lot of side work and have \$14,000 burning a hole in your pocket, purchase the Hyman Condo (near Hyman Stadium in north Downtown) for the said amount, then enter via the roof access door near the Save Tape. On the rooftop, you'll

find a helipad with your very own Maverick!

Weapons

Ah, yes... the tools of rampant mayhem and abuse. There are plenty of guns in Vice City—ranging from the very impressive and high-powered chaingun, down to the more modest and familiar pistol.

You can carry several weapons around with you (multiple light weapons and a single heavy weapon), so find the ones you like and carry them with you. Several of the larger or more powerful weapons prevent you from running while they're active, so make sure you holster them if you need to get somewhere quickly.



You can carry nine different categories of weapons (10 if you count the camera). We refer to them as weapon placement "slots." To change weapons (moving the slots), press the Left or Right on the Directional Pad. The following is a list and description of every weapon found in Vice City.



In the first available weapon slot, Tommy holds the Camera. When you do not have the Camera, Slot 1 disappears and Slot 2 becomes the first Slot.



CAMERA

Only available in the "Martha's Mug Shot" mission, the camera is used to capture and frame a congressman engaged in an indecent act.

FIST OF STEEL (SLOT 2)

The second weapon slot is dedicated to your fists and to the Brass Knuckles. If you don't have the Brass Knuckles, you'll be fighting with your own fleshand-bone fists. This slot cannot be used to hold any other weapon.



BRASS KNUCKLES

These linked metal rings with holes for the fingers are worn for rough fighting. This variety is actually made with Steel. Bouncers at The Malibu carry them. They can also be found as a weapon pick-up behind the Moonlight Hotel on Ocean Drive.

MELEE WEAPONS/CHAINSAW (SLOT 3)

In the third weapon slot, Tommy can hold only one of the following melee weapons. These are your home improvement, pummeling, jabbing, and general slice-n-dice weapons. They are immediately available for purchase in the game from Tool shops.



SCREW DRIVER

Use this for turning screws or creating gaping holes in your targets.



HAMMER Ordinarily used to pound or pull nails, you'll likely pummel thuas with this tool in Vice City.



GOLF CLUB

Primarily used for sport, especially if that sport involves wrapping a club around the neck of someone you don't particularly like. Get them from golfers on Leaf Links Island and from the Leaf Links Country Club.



NIGHTSTICK

The policeman's billy club, Nightsticks are great for breaking into cars and pounding skulls. Steal them from cops or acquire them inside police stations.









BASEBALL BAT

This is the conventional thrashing device in Vice City. Buy them from Tool shops after completing Rosenberg's third job, "Jury Fury."



KNIFE

In Vice City, this single-edged sharp blade is used for cutting and stabbing thugs, not food. Purchase Knives from Tool shops after completing Rosenberg's second job, "Back Alley Brawl." You can also pick up a free Knife behind the Northstar Hotel on Ocean Drive.



CLEAVER

The Cleaver is a heavy cutting tool with a broad blade, used by butchers—and Tommy Vercetti. They're available for purchase from the start of the game at any Tool shop. Get one at no cost behind the north pizza restaurant.



MACHETE

The Machete is a large, heavy-bladed knife that's usually used for cutting down dense underbrush; however, it can also be used to shorten tall people. The bartender at the Pole Position Club carries one of these. You can also buy them in Tool shops after completing Rosenberg's third job, "Jury Fury."



KATANA

The Katana is an Asian Ninja sword with a long, curved, single-edged blade. Press and hold the Circle Button to carry this weapon above your head, then release the button to swing. During combat combinations, you can run someone through, killing them instantly. Purchase Katanas from Tool shops, or find one free at the Tarbrush Café in North Point Mall. There's also one in Diaz's next-door neighbor's garage on Starfish Island.



CHAINSAW

The Chainsaw is a portable power tool with a rotating chain of cutting teeth. Aside from its traditional association with lumber tasks, this tool can be used for making a bloody mess out of anyone that stands in your way.



PROJECTILES (SLOT 4)

Weapon slot four is reserved for the thrown explosives category. Press and hold the Right Trigger, then release it to toss the projectile of choice. The longer you hold the button down, the farther the throw. You cannot run and throw projectiles at the same time.





GRENADES

These small bombs detonate within a certain amount of time after leaving the user's hand. Great for destroying vehicles and stopping large crowds, you can eventually purchase grenades from Ammu-Nation, or get free ones from the Basketball court near the Ice Cream Factory.



TEARGAS

This volatile gas canister causes irritation of the eyes, a heavy flow of tears, and temporary blindness.

Teargas is usually used in warfare or by the police. Persons caught in the cloud will first lose their armor, and then their health. Find this weapon outside the Beach police station.



MOLOTOV

A Molotov is a bottle filled with gasoline and plugged with a saturated rag for a wick. This bomb is ignited and hurled as a poor man's grenade. Persons or objects hit by this weapon will begin to burn, causing firefighters to respond. Molotovs are available only at the Taco Shop downtown—must be the secret to their hot sauce.



BOMB/DETONATOR

The bomb and detonator is nothing more than a regular grenade with a detonation device. Throw the bomb as you would any projectile weapon, then press the Right Trigger again (the detonator will appear in the weapon slot once the bomb leaves your hand) to detonate the bomb. This gives you plenty of time to get away from the blast. You can buy these at Phil's Place once you've acquired the property.

PISTOL (SLOT 5)

The pistol slot allows you to carry one of the following handguns.



COLT 45

Used by the U.S. Army for over 80 years, this durable pistol has a heavy slide and bolt that slams back and forth with each shot. Expect less accurate hits than those you'll get with the Python. You can buy Colt 45s from the start of the game at Ammu-Nation.





COLT PYTHON

This elite, double action, swing-out cylinder revolver has a 6-inch barrel and fires .357 magnum rounds. The length of the barrel translates into incredible accuracy and one-hit kills. You can buy them at Ammu-Nation after the "Rub Out" mission. You cannot walk or run when shooting this revolver.

SHOTGUN (SLOT 6)

Slot 6 is for carrying one of the following shotguns. You cannot run while firing shotguns.



CHROMED

Double the barrels, double the fun... This chromeplated beauty offers extreme damage to nearby targets, Purchase this weapon from the mainland Ammu-Nation or get a free one at the top of the Washington Mall.



SPAZ SHOTGUN

The double barrel Spaz Shotgun offers seven quick-fire shell shots before pausing for reload. If you want a free one, look across from the main terminal at the airport.



STUBBY SHOTGUN

This little sawed-off shotgun is available for purchase at the Ammu-Nation in North Point Mall.

Look for the weapon pick-up behind the large hangar near the Junkyard.

UZI (SLOT 7)

Only one of the following Uzis can be held at a time, and only the Tec9 and the Uzi 9mm can be fired while running. Holding down the Circle Button for long periods of time to shoot decreases your accuracy, so let up from time to time to fire again—you'll score more hits.



TEC-9

Criminals can easily convert the infamous and inexpensive TEC-9 to fullauto; this has caused the weapon to acquire a notorious reputation in the U.S. Find Tec-9s on the small road that leads to the golf course.



INGRAM MAC 10

Developed by Gordon Ingram at his Military Armament Company (MAC), the Mac 10 is a recoil-operated, select-fire submachine gun. Its light weight and high rate of fire result in marginal accuracy and a relatively short effective range.





UZI 9MM

This ergonomic submachine gun has its magazine housing inside the pistol grip, making it easier to reload in tight situations. Find this Uzi behind the Pay 'n' Spray in Washington, across from the Biker Bar. There's another one in front of the thugs' hangout on Prawn Island.





MP5

The MP5 submachine gun utilizes a delayed blowback technology—this variety of weapons provides a greater degree of accuracy. Numerous military and law enforcement units in more than 60 nations use the MP5, firmly establishing the MP5 as the world's most recognizable submachine gun. You can fill Slot 7 with an MP5 if you're good enough to take one from an FBI agent.

ASSAULT RIFLES (SLOT 8)

The Kruger and the M4 have one thing in common: they can both be fired in rapid succession while using their sighting systems. Neither can be fired while running.



KRUGER

This rifle is found during the third Cuban job and the third job for the Colonel. It excels as a deadly distant shooter, as well as a close combat weapon. If you don't have a sniper rifle, don't sweat it—this one will do the job.



COLT M4

Intended for use by Special
Operations forces and other select
members of the military, the Colt M4
is now available to criminals in Vice
City. The M4 has full-auto capabilities
and a sighting system, These deadly
weapons are found in the slums of
Little Haiti, behind a house near
Umberto's Café in Little Havana, in
the basement of your Mansion, and
inside Studio B on Prawn Island.



HEAVY METAL (SLOT 9)

Tommy can hold only one of the following implements of mass destruction at a time. These weapons are heavy, so expect very slow movement when armed with one.



ROCKET LAUNCHER

It's pretty self-explanatory: it launches rockets. Just don't stand too close to the target or you'll become part of the mess. Buy them at Phil's Place once you've acquired that property. Also, look for one cooling off in the pool of the Hooker Inn (near the airport).



FLAME-THROWER

Yes, indeed... this weapon throws flames. Avoid running into an area that has been engulfed in flames and don't touch the burning victims as they run frantically from the inferno. The Flame-thrower is found right out in the open, alongside a south road in the Docks area of Viceport. There's another one in an unlikely place: the Rock Star pool on Starfish Island.



M60

The Army's general-purpose machine gun, which entered service in the 1950s, is lightweight and easy to carry considering its size—it's meant to be operated by two soldiers. Buy one at Phil's Place, or be adventurous and find the one in the left tower at Fort Baxter Air Base.



MINIGUN

Better known as the Gattling Gun, the Minigun was declared obsolete by the U.S. Army in 1911 after 45 years of service to the Army. The advent of the automatic machine gun put it out of service, but with your help, it will reach the top of the ranks again, here in Vice City. Purchase Mini Guns at Phil's Place after acquiring his estate.



SNIPER: SLOT 10

There are two sniping weapons, and only one can be held in Slot 10 at a time.



Woopen



SNIPER RIFLE

This is a single shot rifle with a scope. It's slow on the reload, but gets the job done. You can buy it at an Ammu-Nation or pick one up from Diaz's maze, outside his mansion. There's another behind the tollbooth on the last bridge to the beach from the mainland.



PSG-1

The PSG-1 disproves the widespread prejudice that optimal firing accuracy can be achieved only with single loaders. The PSG-1 is said to be the most accurate semi-auto in the world. Find one next to the Kaufman Cab billboard in Little Havana (near Umberto's Café) or purchase it from the Downtown Ammu-Nation for an arm and a leg (try Phil's arm).

ITEMS

A variety of pickups are scattered about Vice City to help you in a variety of ways.



HEALTH

Grab this little heart to restore your vitality to 100. If you expect to be involved in a dangerous situation and you're only slightly dinged up, save this power-up for the middle of the conflict. Better to get 90 health out of it than just 10.



BODY ARMOR

Body Armor provides 100 points of protection on top of your 100 health, making you a much more durable target. Pick up a suit of this every time you begin a mission, either at an Ammu-Nation or one from around town.



ADRENALINE

Adrenaline can get you through some very difficult situations without a scratch. It gives you the strength to push cars and slows the rest of the world to a crawl. Try it in combination with different weapons to see how you can best use it.



POLICE BRIBES

These drop your Wanted Level by a single star, which may not seem like too much until you consider the marked difference between the higher Wanted Levels.



RAMPAGES

Grab one of these Skull icons to initiate a mini mission. Typically, these involve causing some specific type of mayhem within a limited time span. Don't worry if you fail, you can always find the Rampage icon later and attempt it again.



Vehicle Showroom

Whether you're looking for a two-door compact, speedboat, motorcycle, helicopter, or even a garbage truck, you've come to the right place! We have everything you need for a low, low price. We're Diversified Dealers!

Actually, everything's free.

The following is a virtual showroom of every available vehicle in Vice City.

Vice City Rides You'll be able to quickly find high you'll be able to quickly find high performance vehicles or performance vehicles or muscle cars without too muscle cars without too muscle cars without too much trouble. If it's late in much tr

2-DOOR & MUSCLE CARS

BLISTA COMPACT

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Small, light, and low to the ground, this puppy scoots. If you see one of these, take it!

CUBAN HERMES

Cool Factor:
Speed:
Handling:
Cornering:



FEATURES & COMMENTS

It has a flame paint job. What more could you want?

HERMES

Cool Factor:
Speed:
Handling:
Cornering:



FEATURES & COMMENTS

Gas it up to speed and you've just got to see!

MANANA

Cool Factor:

Speed:
Handling:
Cornering:



FEATURES & COMMENTS

Cooler than driving a Trashmaster. Actually, this car is not a bad ride if nothing else is ground.



PHOENIX

Cool Factor: Speed:

..... Handlina: Cornering:



FEATURES & COMMENTS

This is a great car. If you have a mullet, you'll enjoy it even more!

SABRE TURBO

Cool Factor: Speed:

Handlina: Cornering:



FEATURES & COMMENTS

Similar to the normal Sabre, only this one is quicker on the getup-and-ao.

STALLION

Cool Factor: Speed:

Handling: Cornering:



FEATURES & COMMENTS

Not as cool as the Sabre, but it's a classic.

SABRE

Cool Factor:

Speed: Handlina: Cornering:



FEATURES & COMMENTS

The Sabre has lots of horsepower, a low center of gravity, and decent cornering ability.

VOODOO

Cool Factor: Speed:

Handlina: Cornering:



FEATURES & COMMENTS

This is one bad ahetto cruiser! Press the X Button for hydraulic lift and lowering; use the Directional Pad for left, right, forward, and rear hydraulics. ... And she was SHAKING!

AIRCRAFT

MAVERICK

Cool Factor: Speed:

Great for getting around town-or over town.

Handling: Cornering:



Handling: Cornering:

POLICE MAVERICK Cool Factor:



FEATURES & COMMENTS

This is a law enforcement aircraft, but without weapons and no Vigilante mode.

SEA SPARROW

FEATURES & COMMENTS

Cool Factor:

Speed: Handlina: Cornering:



SKIMMER

Speed:

Cool Factor: Speed:

Handlina: Cornering: ...



FEATURES & COMMENTS

This is no Dodo!

FEATURES & COMMENTS

Not only is this a thrill to fly, it also shoots and floats on water!

0000000

VEHICLE SHOWROOM



FEATURES & COMMENTS

This is the choice whirly for all Chopper Checkpoint Challenges.

VCN MAVERICK

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

A Maverick that is über-fast, but more sensitive during rolls. It is owned by a Vice City News organization.

BOATS

COAST GUARD

Cool Factor:
Speed:
Handling:
Cornering:



FEATURES & COMMENTS

A water peacekeeper, but it's not your boat for Viailantes.

CUBAN JETMAX

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

FEATURES & COMMENTS

If you live after jacking one of these, you won't regret the risk involved.

DINGHY

Cool Factor: •••
Speed: ••••
Handling: ••••



MARQUIS

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

The Dinghy can be spotted during watery Wanted Levels, but you cannot initiate any Vigilante missions from this craft.

This is why you came to Vice City: to get away!

REEFER

Cool Factor: Speed: Handling: Cornering:



RIO

Cool Factor: Speed: Handling: Cornering: Office Part of the Part o

FEATURES & COMMENTS



FEATURES & COMMENTS

Great for dragging nets or getting your leg chomped by an enormous shark.

...And when she shines, she really shows you all she can. Oh, Rio, Rio... dance across the Rio Grande!

SPEEDER

Cool Factor:
Speed:
Handling:
Cornering:



SQUALLO

Cool Factor:
Speed:
Handling:
Cornering:



FEATURES & COMMENTS

Good speed for a boat, but cornering is a skill you must learn.

FEATURES & COMMENTS

Double outboard nautical excitement. Comes standard with spare cement shoes for your late-night boating adventures.

TROPIC

Cool Factor:

Speed: Handlina:



FEATURES & COMMENTS

Get away... just leave the mainland for a while and take it easy.

HIGH PERFORMANCE

BANSHEE

Cornering:

Cool Factor: Speed:

Handlina: 000000 Cornerina:



FEATURES & COMMENTS

Not exactly rare, but you won't be complaining once you're behind the wheel!

CHEETAH

Cool Factor: Speed: Handlina:

...... Cornering:



FEATURES & COMMENTS

Jack one of these during a Wanted Level 3, then trigger the Viailante Missions from inside by pressing the X Button. Bust the bad auvs in style!

DELUXO

Cool Factor: Speed: 0000000 Handling: Cornering:



FEATURES & COMMENTS

Going back in time... this is one of Vice City's coolest cars!

INFERNUS

Cool Factor:

Speed: Handlina: Cornering:



FEATURES & COMMENTS

Who's bad?!

BLOODRING BANGER

Cool Factor: Speed: Handlina: Cornering:



FEATURES & COMMENTS

Takes a lickin' and keeps on kickin'. Enter the Bloodring challenge at the Arena after 8pm and get behind the wheel of a Banger for some demolition derby delight!

COMET

Cool Factor: Speed: Handlina: Cornering:

......



FEATURES & COMMENTS

The Comet is fast and handles well, but it's also very fragile.

HOTRING RACER

Cool Factor: Speed:

Handling: Cornering:



FEATURES & COMMENTS

Handbrake cornering is key to moving ahead of the pack in the Hotring. Collect the cars needed for the Showroom's fourth gargae and you could be driving this on the streets of Vice City!

.....

STINGER

Cool Factor: ----

Speed: Handling:

Cornering:



FEATURES & COMMENTS

This is the ultimate ride for cruising the beach. It's an awesome convertible sports car! Chicks dig it.

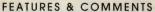
MIDSIZE

ADMIRAL

Cool Factor: Speed:

Handling:

Cornerina:



A well rounded, old, luxury 4-door,

GLENDALE

Cool Factor: Speed: Handling:

Cornering:

FEATURES & COMMENTS Not a bad ride... Jack one today!



ESPERANTO

Cool Factor: Speed:

Handling: Cornering:

FEATURES & COMMENTS

This two-door midsize is a great car if you like fishing or robbing liquor stores.

GREENWOOD

Cool Factor: Speed:

Handling:

Cornerina:



The four-door version of the Virgo.

IDAHO

Cool Factor:

Speed: Handling:

Cornering:



FEATURES & COMMENTS

It's a big begter, but has only two doors. What were the manufacturers smoking?



OCEANIC Cool Factor:

Speed:

Handlina: Cornering:



A classic!



Cool Factor: Speed:

Handling:

FEATURES & COMMENTS

Cornering:



REGINA

Cool Factor:

Speed:

Handling:

Cornering:

FEATURES & COMMENTS

Nicer than the Perennial, but still a station wagon.

Speed:

Cornering:



SENTINEL Cool Factor:

Speed:

Handling:

Cornering:

FEATURES & COMMENTS

The average car for the average Joe.



wish they had a minivan.

Handling:

..... FEATURES & COMMENTS

Not as flashy as some of the higher-performance vehicles, but this import has good speed and handling.

It has the paranormal ability to make anyone who enters it





VIRGO

Cornering:

Cool Factor: Speed: Handlina:

FEATURES & COMMENTS

This two-door midsize vehicle is a notch above average.

WASHINGTON

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Not as cool as the Washington those FBI guys are driving, but keep dreaming.

MISCELLANEOUS

BAGGAGE HANDLER

Cool Factor: Speed: Handlina: Cornering:



FEATURES & COMMENTS

Although it's a very interesting addition to the series, you probably still don't want to use it as a getaway car. However, it's still handy if you're stuck at the airport without a ride.

CADDY Cool Factor:

Speed:

Handling:

Cornering:

The best mode of transportation on the greens—the only mode if you're in Bath, NC!

LOVE FIST

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Lots of fun, except for the ticking bomb and the whining rock stars.

ROMERO'S HEARSE

FEATURES & COMMENTS

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

A little stiff in the rear, but still handles pretty well.

STRETCH

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

This ride is at its coolest when you're not the chauffeur.

MOTORCYCLES

ANGEL

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Not much for speed and handling, but that's not why you ride it. Try to do a wheelie or a stoppie in a Cheetah!





FIRE TRUCK Cool Factor: 00000000 Speed: Handlina: Cornering:

FEATURES & COMMENTS

You can't participate in the Fire Truck missions without a Fire Truck. Press the X Button to begin and then L3 (quickly) to triaaer the sirens. Use the Circle Button to turn on the forward hose and put out some fires.

KAUFMAN CAB

Cool Factor: Speed: Handlina:



FEATURES & COMMENTS

Press the X Button to trigger "Taxi Driver." This cab is top-heavy and will roll over easily in the sharp turns.

PIZZA BOY

Cornering:

Cool Factor: Speed: Handlina: Cornering:



FEATURES & COMMENTS

Press the X Button to begin the Pizza Delivery missions. Use the Drive-by technique to throw pizzas in the direction of your customers, who are often found near Pizza restaurants.

PREDATOR

Cool Factor: Speed: Handlina: Cornering:



FEATURES & COMMENTS

Press the X Button for some Vigilante action on the high seas Press the ?? Button to fire the cannons.

TAXI

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

This is the best vehicle to use in the Taxi Driver missions, Press the X Button to start.

ULTIMATE VEHICLE

Speed: Handlina: Cornering:



FEATURES & COMMENTS

Once you've figured out how to get it (tip: the solution is hidden somewhere in this guide), press the X Button to begin the Viailante mission 'Brown Thunder,'

MR. WHOOPEE

Cool Factor: Speed: Handlina: Cornering:



FEATURES & COMMENTS

Deliver a fix for the munchies! Press the Left Thumbstick to begin the music and the Ice Cream deliveries (after purchasing the Cherry Popper Ice Cream factory).

POLICE

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Press the X Button to begin the Vigilante missions. Whenever you exit a police car, you emerge holding a shotgun with five shells!

RHINO

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Press the X Button to trigger the Vigilante missions, press the ?? to shoot, and use the ?? to move your turret.

ZEBRA CAB

Cool Factor: Speed: Handlina:





FEATURES & COMMENTS

Once you've unlocked this bad boy, your fares will never complain about how long it took you to reach their destination (press X for Taxi Driver).



RC VEHICLES

RC BANDIT

Cool Factor:

Speed:

Handlina: Cornerina:



FEATURES & COMMENTS

Find the correct Top Fun Van (Dirt Bike track) and crank up the action! Press the ?? to detonate, and use the Handbrake to get ahead of the pack in the turns.

RC RAIDER

Cool Factor:

Speed: Handlina: Cornerina:



FEATURES & COMMENTS

Find this Top Fun van at the airport to begin the RC Raider challenge. The Raider is a blast, once you get past the large learning curve. Press the ?? to abort your flight.

RC BARON

Cool Factor:

Speed: Handlina: Cornering:



FEATURES & COMMENTS

Find the right Top Fun van (on the top floor of the large carpark next to the North Point Mall in Vice Point), then hop in and zip around the city from the front seat of a van.

SUVS & PICKUPS

BE INJECTION

Cool Factor: Speed:

Handlina: Cornering:



FEATURES & COMMENTS

There's a beach with dunes in Vice City!

LANDSTALKER

Cool Factor: Speed:

Handlina: Cornering:



FEATURES & COMMENTS

The Landstalker can carry the kids, dogs, groceries, as well as your arsenal of grenades and assault rifles.



FEATURES & COMMENTS

The Patriot is heavy, durable, and climbs like a billygoat.

BOBCAT

Cool Factor: Speed:

Handlina: Cornering:

FEATURES & COMMENTS

This truck is rugged and practical, with room in the back to carry a rowboat or your hunting dogs.

MESA GRANDE

Cool Factor: Speed: Handling:

Cornerina:

FEATURES & COMMENTS

This is much more than just your average jeep.

RANCHER

Cool Factor: Speed:

Handling: Cornering:



FEATURES & COMMENTS

This is a great off-road vehicle. Find one by the Dirt Bike track to begin a 4x4 challenge.





SANDKING

Cornerina:

Cool Factor: Speed: Handling:

6

FEATURES & COMMENTS

The Sandking has great cornering for a tall SUV (tight suspension). Collect all the cars to fill garage 3 at the Showroom and this baby could be yours!

TRUCKS & BUSES

BENSON

Cool Factor:
Speed:
Handling:
Cornerina:



FEATURES & COMMENTS

Good for blocking traffic—and moving furniture into all your new houses!

BUS

Cool Factor:

Speed:
Handling:
Cornering:



FEATURES & COMMENTS

Carries lots of people and still looks good—even if it's missing tires and rusting in a lot somewhere.

FLATBED

Cool Factor: Speed: Speed: Handling: Cornering:



FEATURES & COMMENTS

Heavy-duty and durable, but slow.

MULE

Cool Factor:
Speed:
Handling:
Cornering:



FEATURES & COMMENTS

Drives just like its name.

WALTON

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Goodnight, John Boy, Goodnight, Mary Ellen...

BOXVILLE

Cool Factor:
Speed:
Handling:
Cornering:



FEATURES & COMMENTS

This is just a commercial box truck—no frills.

COACH

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

You'll love it if you're a drummer. You'll desire something else if you have any brain cells.

LINERUNNER

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

It's big, heavy, and will clear anything in your path (but no chimp on board).

PACKER

Cool Factor: Speed: Handling: Cornering:



FEATURES & COMMENTS

Not as fun to drive it as it is to speed up its ramp-like bed for some serious air!



Cornering: ••••

FEATURES & COMMENTS
Cooler than driving a Perennial.



FEATURES & COMMENTS

Moving? Call 1-800-Tommy-Vercetti!

VANS

Handling:



FEATURES & COMMENTS

Not a bad ride for a van.



FEATURES & COMMENTS

RUMPO

Cool Factor:
Speed:
Handling:
Cornerina:

Drive by and laugh at the losers driving the Perennial.



FEATURES & COMMENTS

Pick up the girlfriend in this dream machine!

GANG BURRITO

Handling:

Cornering:



FEATURES & COMMENTS

Burrito owned by gang members. Beware of the occupants when you jack one or else you will lose the van, your life, and the whole enchilada!

PONY

ı	CIVI	
	Cool Factor:	
	Speed:	
	Handling:	0000
	Cornering:	000

FEATURES & COMMENTS

No side or rear windows, double door in back, and no rear seats—great for skin-suit collecting.

TOP FIIN

4	01 1014	
	Cool Factor:	
	Speed:	
	Handling:	
	Cornering:	••••

FEATURES & COMMENTS

Not so great for driving around, but when you find one, fun is just a step away.



Characters

TOMMY VERCETTI

Tommy's a 35 year old punk just out of the slammer, who served 15 years and is now back on the streets. He's connected with the Forelli family in Liberty City, and has been spotted in town with Ken Rosenberg at Escobar International. Something big is going down.

LANCE VANCE

Lance, a well-dressed 32-year-old transient, just recently arrived to Vice City with his brother who got popped during Sonny Forelli's drug deal—that went bad while under Tommy Vercetti's supervision. Now fighting alongside Tommy, Lance will stop at nothing to avenge his brother's death—no matter who steps up to the plate.



KEN ROSENBERG

A 33-year-old, high-strung lawyer, Ken has been trying to cultivate his relationship with his mob "friends" up North since 1978. Hence, he was overly enthusiastic to pick up their men at the airport for the big drug deal. Things went bad and now he has to save face with the Liberty City mob... or suffer the consequences.



THE COLONEL (JUAN GARCIA CORTEZ)

The retired Colonel, Juan Garcia Cortez, is an acquaintance of Ken Rosenberg. The Colonel helped Rosenberg set up the failed exchange that brought Tommy to Vice City. Cortez likes to throw extravagant parties on his huge yacht on the bay; Vice City's most influential citizens often attend his soirees, as does his beautiful daughter, Mercedes. These gatherings usually provide a chance to minale with the local crime bosses.

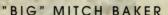


AVERY CARRINGTON

Avery is the most one of the most influential and powerful criminals in Vice City. He's a 51-year old, strong willed southerner who's firmly rooted to his convictions. He serves up advice like it was universal holy truth.

RICARDO DIAZ

Ricardo Diaz, a.k.a. Mr. Coke, suffers from Napoleon-complex, which would explain his large gun collection. He bribed INS for a Green card in 1978 and is believed to be a major player in narcotics industry and. He gives to various foundations across Vice City, as well as Central and South America. Diaz has been mixed up in a long running battle for control of business in Vice City.



Baker is a Vletnam veteran, who was awarded the Purple Heart for obliterating an entire Vietcong village. He presently runs a local gang of bikers, but still harbors an acute animosity over the treatment of veterans. He's been jailed on 13 occasions, which were no doubt a result of his love for bar fights, eating live animals, wrestling, racing motorbikes, and urinating in public places.



STEVE SCOTT

A film director with an unnatural obsession with sharks and mountains of mashed potatoes, Steve Scott has been spotted at various parties with organized crime. Rumors say he's seeking any money he can get to finance his next big film.

UMBERTO ROBINA

This Cuban warlord can be found running his father's café in Little Havana. He's had a long-term feud with Haitian criminals, and wants control of their turf—even if it means a full-scale war. His bravery has been questioned within Cuban circles, mostly because he's never been personally implicated in a crime.

AUNTIE POULET

A larger than life elderly Haitian matriarch, Auntie Poulet is extremely dangerous if you're unfortunate enough to get on her bad side. She's believed to be involved in an age-old feud with Cuban crime families for control of eastern and downtown Vice City. She is heavily protected by Haitian thugs at all times.



PHIL CASSIDY

This redneck arms dealer is a member of several Vice City gun clubs and is believed to be involved in weapons trade. Cassidy claims to have served in various divisions of the U.S. Army, but military records show he was repeatedly reject-

ed for service. Sources suggest he also distills "boomshine."

SONNY FORELLI

Sonny is the head of the Forelli Crime Family in Liberty City. He is believed to have major influence in racketeering, gambling, union trouble, corruption, and prostitution. Circumstantial evidence shows he ordered several mob killings, but only minor charges have ever stuck. Telephone records reveal calls to Ken Rosenberg.



Chapter 2 MAIN STORY MASSIONS MISSIONS









Introduction

The Forelli family sends Tommy Vercetti down south to take care of their new drug venture, and to keep him out of Liberty City. They need a man on the ground to do some work for them. Recently released from prison, set up with a little cash, and with the consent of the crime family, Tommy is unleashed in Vice City.

Naturally, things don't go as planned. Sent with some bodyguards and a few suitcases of money, he is supposed to pick up a shipment of cocaine. The deal goes bad, and miraculously, Tommy, Lance, and Ken Rosenberg escape with their lives—but without the money.

This is where you take control. Return from the failed money exchange and visit the Ocean View Hotel to get some rest (and save your game).

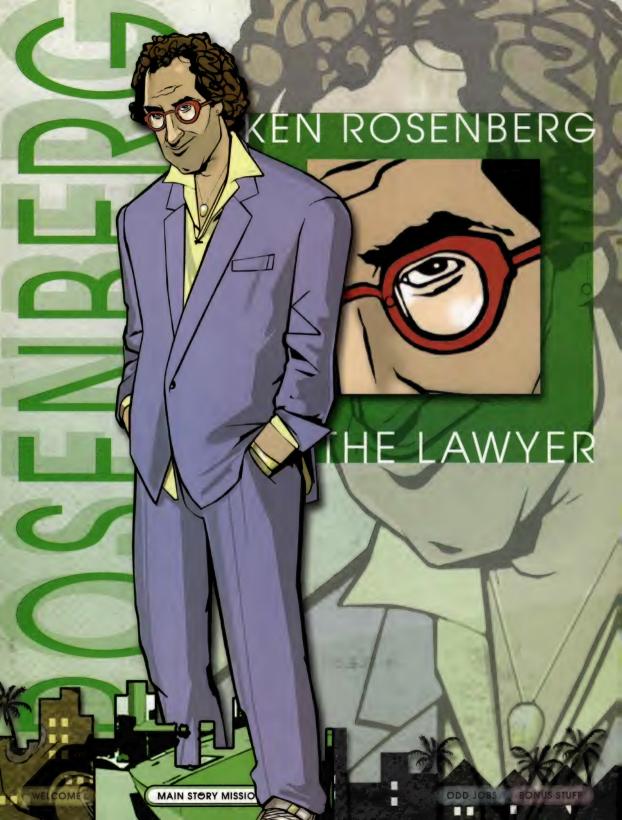
Follow the pink blip on your map and park

out front, then enter the hotel. Find the save tape near the check-in counter.

Once you're ready to begin the game proper, remain inside the hotel and walk into the blip near the stairs.

At this time, extra missions such as Taxi, Vigilante, Ambulance, Fire Taxi, Vigilante, Ambulance, Fire Fighter, Pizza Delivery, and any Fighter, Pizza Delivery, and any other challenges on this side of other challenges and begin your around and begin your around and begin your Hidden Packages hunt, as well-the rewards for finding these packages get better the more you find, ages get better the more you find, making the big jobs easier.





Rosenberg's Missions

AN OLD FRIEND

Sonny is upset that you lost his money. After swearing you'll get it back for him, you're off to visit the lawyer who set the deal in motion.



The lawyer, Ken Rosenberg, is a friend of the family. He provides your first few missions, and puts you in touch with some valuable contacts around the city.

Take this opportunity to drive around a bit (there's no time limit) and become familiar with the streets. The bridges over to the mainland are closed due to the Storm Warning, but there are plenty of other sights to

Find Rosenberg's office by following the L (Lawyer) on your radar, then enter his office to speak with him.



Description: Visit the lawyer, Ken Rosenberg, to get your first series of jobs.



THE PARTY

Rosenberg tells you about a Colonel named Juan Garcia Cortez, who knows people around town. To meet with him, you need to attend one of his boat parties, and that involves getting a new set of clothes to look the part.

Follow the T-shirt icon on the radar to reach Rafael's, where you can pick up a snazzy new set of duds (that is to say, a funky '80s suit).



Payoff: \$100

Description: Put on your party clothes and check out the scene on the Colonel's boat



AN OLD FRIEND



Once you have the clothes, someone will be foolish enough to leave an unauarded bike just outside the shop. Now you can cruise down to the Colonel's boat in style. Follow the blip on your radar to reach him, and enter the pink marker before the gate on the docks.



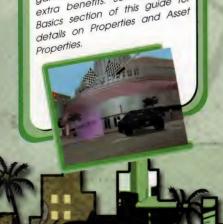
Once you board the boat, the Colonel apologizes for the incident, but this doesn't help you much—you still need to get the money and the coke back.

His daughter, Mercedes, befriends you and asks to be taken to the Pole Position Club.

Once off the boat, jack one of the cars on the docks and take Mercedes to the club. It's a short trip up the strip.

Drop Mercedes off and receive you'll vour 'reward' of \$100. More importantly, you've been introduced to a new contact. Upon completion of this mission, the Soiree outfit becomes available whenever you enter the blip outside of Rafael's. The Street outfit is also delivered to all save houses.





Notice the red house icon near

the front door of the strip club. This

symbolizes that the property can be purchased, but not at this

time. After certain events

occur, the house icon turns green and you may purchase the property,

provided you have the funds. The property can then be

used as a location to save your game and may include some

extra benefits. See the Game Basics section of this guide for his beat and place you at a Wanted Level 2.

153

Find Kent Paul, a music industry bigwig. Follow the blip to reach The Malibu, a local club. Inside, Kent suggests you check out a place on Ocean Drive. A Chef there could use a bit of knocking around for information.

Follow the green blip to reach his restaurant. He's hanging out in the back alley, and requires a little rough persuasion. Here's a chance to test out your physical skills (and see the new combo attacks in action).

Knocking him out gets you a cell phone... and a new ally. A strange man (Lance) shows up and starts talking to you. He throws you a piece to help with the escape from the dead Chet's posse. Follow Lance out to his car and hop in. A pack of angry chefs will be chasing you, but you can get away rather easily—if you haven't already taken care of them with Lance's weapon. But beware, shooting the chefs will alert the nearby cop walking



Description: Beat the stuffing out of a local Chef until he coughs up some information.





Drive down the strip while following the Gun blip on the radar until you reach the local Ammu-Nation. After checking out the Ammu-Nation cinematic, remain in the car and return to your hotel. You'll get your reward for beating up the Chef, a

JURY FURY

meager \$200.

After the cell phone call, Rosenberg's pink marker reappears, making it possible to go in and talk to him again. There's trouble with Forelli's cousin, Giorgio—he's on trial and Rosenberg wants you to go rough up a pair of the jurors so they'll change their opinions. As you exit Ken's office, a Glendale misses you by inches, but careens into a guy in coveralls—making a Hammer appear over his body. Take the

BUNCH OF TOOLS

Hammer and enter the Glendale, then follow one of the two yellow blips on the radar that represent the two jurors you must intimidate.



Juror near o the truck with the Hammers



Description: Issue a brutal brand of closing arguments to change some jurors' minds.

Assassination

Your new cell phone rings after completing Back Alley Brawl. Answer it to receive a call intended for the man you stole the phone from-Leo. The man on the other end spills the beans about a buyer for Diaz's merchandise, and then becomes irate after discovering he's talking to a complete stranger.



You can head over to the Tool shop to pick up an instrument of persuasion (Hammer icon on the radar). But, you already have the hammer and





Do not kill the Jurors or you will fail the mission. Just beat them into submission. Follow the yellow triangle blip to a hotel parking lot, north of the Malibu in Vice Point. The juror is nowhere to be found, but his Sentinel is pointed out. Use the Hammer to smash up all the car doors and the juror will exit the building. Seeing the mad-

man smashing up his ride, he runs in fear—one down.

Follow the remaining yellow blip to the juror next to his car at an Ocean Beach restaurant. Hit him once and he dashes inside his vehicle. A truck carrying more hammers cuts him off in the street. Beat on the juror's door until it falls to the ground, then pull him out and beat him into submission. You can use a hammer to accomplish both tasks. When you're done, you'll be rewarded with \$400. Sonny calls on the cell shortly after this mission to check on the status of his missing money.

Knock! Knock! Using Melee weapons on locked vehicle doors causes them to fall from their hinges, allowing you entry.





Payoff: \$1000

Description: Disguise yourself as a worker and rough up some of real estate owners.

Head to the lawyer's office again to speak to Rosenberg and his new acquaintance, Avery Carrington.

Avery is a real estate king and enthusiastic Texan, and he becomes a useful ally in your escapades around town. Avery wants you to take care of some people who are reluctant to sell a property. To do this, you need to disguise yourself as a worker, and then go rough some of the real estate owners up.



First, head over to Rafael's to get fitted with the coveralls. Follow the blip to find your attire, then the regular blip to find the workers. Start a riot by getting in a fight with four workers. Keep moving to avoid taking too much damage.



New Centact

Another cell phone call directs you to the mall in Washington. It shows up another cell phone call directs you to the mall in Washington. It shows up the first another cell phone call directs you to the mall in Washington. It shows up the first another cell phone call directs you to the mall in Washington. It shows up the first point, you can take the first on your map as a small phone icon. At this point, you can take the first on your map as a small phone icon. At this point, you can take the first on your map as a small phone early.

Assassination mission (see page 87).

N BEACH



There are, of course, quite a few ways to accomplish the van destruction. You can drive them out and dispose of them, shoot them up directly, or use any other devious method you can come up with. It doesn't matter how you do it, just as long as the vans are destroyed.

Once the riot is started, the security gate is opened and several of the guards come out to try to break it up.

You need to destroy the three vans inside the compound. Run in and beat up the security guard, then steal his gun and use it to detonate the barrels and destroy the vans. Drive the truck, parked by itself, over the security guard and up to the two other parked trucks. Shoot the red barrel from a safe distance to take out all three trucks in one shot. You can run behind the building if you need to escape the mob and gather yourself before you try this.

You'll get 1000 smackers for completing this mission, plus the satisfaction of knowing the first set of missions is complete.



PROTECT YOURSELF! you may want to pick up some body armor and a weapon at Ammu-Nation (or from various locations indicated on the weapon map) before you go to the protest. With a pack of the workers chasing you, the security guards attacking, and the potential for a pretty high Wanted Level, this could be a dangerous mission.

The Coveralls that you were fitted with at Rafael's are now available at Tooled Up in the North Point Mall.

Avery Carrington

Upon completion of this mission, you can follow the A icon (Avery) on the radar. This leads to the Construction Site in Vice Point where you pick up Avery Carrington's missions. However, let's proceed with the Colonel's missions first.





Avery Carrington Missions



FOUR IRON

Avery sits and waits for you inside his limo at the construction site in Vice Point. He wants you to take care of some trouble for him on the local golf course. Guns are not permitted there, which makes it a good opportunity to take care of the target without his bodyguards interfering.

Payoff: \$500 Description: Hit the links and then practice your swing on one of

Avery's targets.



Follow the blue T-shirt icon to some golfing

clothes, then head for the Leaf Links Golf

Club (follow the pink blip on the radar). It's located just west of Vice Point, a bit southeast of Prawn Island. As you pass through security, all of your firearms will be checked at the door-you can collect them at the same location when you leave. Brass knuckles, swords, and knives will, however, make it past security.







You will find a golf club as you pass through security, but you will also receive one whenever you enter a Caddy, provided your Melee slot is empty. Follow the yellow blip until you find your mark's guards, then whack them with a golf club (or another weapon mentioned above), and he'll flee in a golf cart. Find your own golf cart and take off in, uh...hot pursuit.

His many guards will jump into Caddies and chase you around—some will even pursue on foot. Run over the guards on foot and continue to chase the target (yellow blip). If you take too long, he'll exit through the security check, find a car, and take to the streets. If he gets too far out of the way, you will fail the mission. Before hopping into a car to chase him, make sure to pick up your machine guns at the security check so you can perform drive-by shootings on his car.

The best strategy is to push past his guards on the driving platform and just start whacking him, regardless of his guards' attacks.

Bring him down and Avery gives you

DEMOLITION MAN

Payoff: \$1000
Payoff: \$1000
Description: Plant four explosive charges on the various floors of a building under construction. A seven-minute clock starts after you pick up the first explosive.

Avery asks you to get rid of an office building that's occupying some land he wants. Follow the pink blip to the Top Fun van located in Vice Point and jump in. The van is rigged with controls that enable you to fly an RC helicopter. You can use the helicopter to carry

demolition charges over to the construction site.



\$500.

ODD JOBS BONUS STUFF

Follow the blips to the site across the street and plant all of the charges on the various floors of the building under construction. Of course, this wouldn't be fun without a time limit, right? After you plant the first explosive, you have seven minutes to place the remaining three.





Your best bet is to plant the explosives from the top floor down, giving you more time to

Once you find the stairways that lead to the first interior floor, the next set of stairs is always adjacent to the flight that leads you to the floor you're on. The entire stair structure is set up in this fashion. After conquering stairway-navigation, the mission becomes a walk in the park.

RC Helicopter Press the Right Trigger to increase speed and lift. Control direction with the Left Thumbstick. Use the Right Thumbstick for rotation. Press the Left Trigger to descend, and press the Right Thumbstick to drop the bomb.

Watch out for the construction workers—they will gleefully chase down the RC helicopter and destroy it. A few security guards are posted, as well, and they carry firearms. Use its whirling blades as a makeshift sort of weapon.



Completing this mission earns you \$1000.



DEMOLITION MAN

TWO BIT HIT

Payoff: \$2500 Description: Start a gang war between the Cubans and Haitians.

Avery introduces you to Donald Love... remember him? (Well, your character obviously wouldn't be able to, but you just might.) He wants you to start a gang war between the Cubans and the Haitians (notice how Donald takes note of Avery's philosophy). Start by changing into a Cuban uniform. Head to Little Havana and follow the blue T-shirt blip on the radar to the clothing store.

Once you're in the right duds, go to Romero's

Funeral Parlor and send the Haitian Gana Lord

to an early grave (follow the yellow blip).



Cuban Call Sometime after eliminating the Haitian Gang Lord, you'll get a call on the cell phone from Umberto, the Cuban leader, that unlocks the Cuban missions.



When you drive by sporting the latest LEAF LINKS Cuban fashions, the Haitians will assume you're a member of their STARFISH ISLAND WASHINGTON MEACH

Havana Outfit Upon successful completion of this mission, the Havana Outfit is delivered Streetwear in Little Havana.

The gang leader will very likely flee in a hearse if you don't waste him before he enters one. You can chase him down and use your drive-by shooting skills to destroy his vehicle. Be extra cautious when tailing the hearse—it will drop coffins that burst into fire when you run over them. Do not allow the hearse to get too far away, and switch vehicles if yours begins to burn after hitting a coffin mine. When the hearse is almost ready to explode, he will leap out and flee on foot. Pursue him using the drive-by technique or just run him over. After defeating the Haitian Gang Lord, leave Little Haiti to complete the mission.

Avery rewards you with \$2500 for your services.





JUAN GARCIA

THE COLONEL



The Colonel's Missions

TREACHEROUS SWINE TO COLOR

Payoff: \$250
 Description: Pay a violent house call to Gonzalez in his penthouse.

The Colonel calls you on the cell phone and invites you to his boat once again. Follow the **C** icon on the radar to find it in the usual location. He has discovered the man who took your money. Gonzalez is your mark—or at least, so the Colonel says. Take the chainsaw and head toward his penthouse to dispose of him.

Follow the pink blip to the northern part of the island, and enter the building to find Gonzalez at the pool on the rooftop.

Time to Powe's-up
There's an Adrenaline
behind Gonzalez's
penthouse that could
come in handy.

Casual Outfit
Upon successful completion of this mission, the
Casual Outfit is delivered
to the Gash in the North
Point Mall.



Once you're up on the rooftop, take out his two guards and Gonzalez runs outside. Chase him and take him down. If you insist on using the

chainsaw, deselect the weapon to catch up to him on foot, then punch him to knock him on the ground ting the weapon and letting him have it (holding the chainsaw

before selecting the weapon and letting him have it (holding the chainsaw while running slows you down).

Your Wanted Level immediately increases to 2 once he's dead, so you need to get to the Pay `n' Spray in Vice Point, north of your location. If the car you arrived in is questionable, take a Cheetah from the hotel's parking lot. dodge the Police, then paint the car.

Once you're clean, the Colonel rewards you with \$250.



WELCOME MAIN STORY MISSIONS



The Colonel

The Colonel sends you up to the Washington Mall in Ocean Beach to meet a Courier. Since you are prompted to visit the Ammu-Nation, you can be certain you'll need some weaponry. Pick up a suit of Body Armor and an Ingram Mac 10, then head for Ocean Beach and the small vine-covered mall.

Payoff: \$500

Description: Meet a Courier (and some surprises) in Ocean Beach.



Head inside and follow the yellow triangular blip on the radar up the escalator to the second level (triangles pointing up represent targets that are above Tommy's head). When you meet the Courier, a French SWAT team attacks and the Courier

flees. Apparently, the Colonel is after some-

thing that the French military isn't particularly happy about him owning. You need to track the Courier down and recover the chips he's carrying before he gets away.

The violence that can hardly be avoided in the mall warrants a Wanted Level 2. Use the Adrenaline found behind the elevator on the first floor to aid in your escape.





The Courier will likely escape the mall and find a car (or motorcycle) before you can catch up to him. Find a vehicle and chase him down, then wipe him out and retrieve the chips from the briefcase (blue blip). You must physically pick up the briefcase, so exit your vehicle (if you are in one) when he drops it.



The cops will very likely be after you at this point, so you'll have to escape them to return safely. Your reward is \$500. Check the map for a nearby Pay 'n' Spray. If the heat isn't too bad and the Colonel (pink blip) is closer, race to the drop-off point and be done with it. Your Wanted Level will clear after the delivery is made. You earn an additional \$500 when the guidance chips are delivered.



The Colonel wants you to grab a weapon and watch over Diaz and his men while a deal goes down. When you arrive at the weapon pick-up point (yellow triangle blip in the multistory carpark), Lance, the guy who showed up during Back Alley Brawl, appears and says he'll help you

out. The two of you must guard Diaz and his men together.

Payoff: \$1000

Description: Guard Diaz and his men while a deal goes down.

Remember the location of this Remember the location next to multistory carpark next to Rafael's. It's on the rooftop where you'll find the Stallion that triggers the Cone Crazy Odd Job later.

Park L

Protect Diaz

WASHINGTON BEACH

ANA

Ruger & Lance inside the Carpark

Drive Lance's car (or any vehicle in the garage) toward the pink blip. Once you arrive, Diaz tells you to get upstairs and wait. Enter the blip at the top of the stairs, then switch to first-person view with your new assault rifle (Left Trigger) and watch the alley below.



Several men show up and start talking to Diaz, but watch the street behind them. When the deal goes bad, unload on the Cubans who arrive in a pair of Voodoos in the alley, along with a couple vans from the street and the other side of the alley. It's best to remain at your vantage point for the duration of the gunfight—this helps prevent you from accidentally taking out Diaz yourself in all the confusion.



Watch for a third Voodoo to arrive from the street and keep an eye on Lance (the enemy may make it up to his vantage point). Once they're gone, a pair of Cubans on bikes show up and steal the money. When they try to make their getaway, Lance caps one of them in the head, causing him to fall from his bike.

MISSION REQUIREMENTS

If Diaz or Lance dies, or if you are too slow about saddling the Sanchez (dirt bike) and fail to follow the money closely, you will fail the mission.

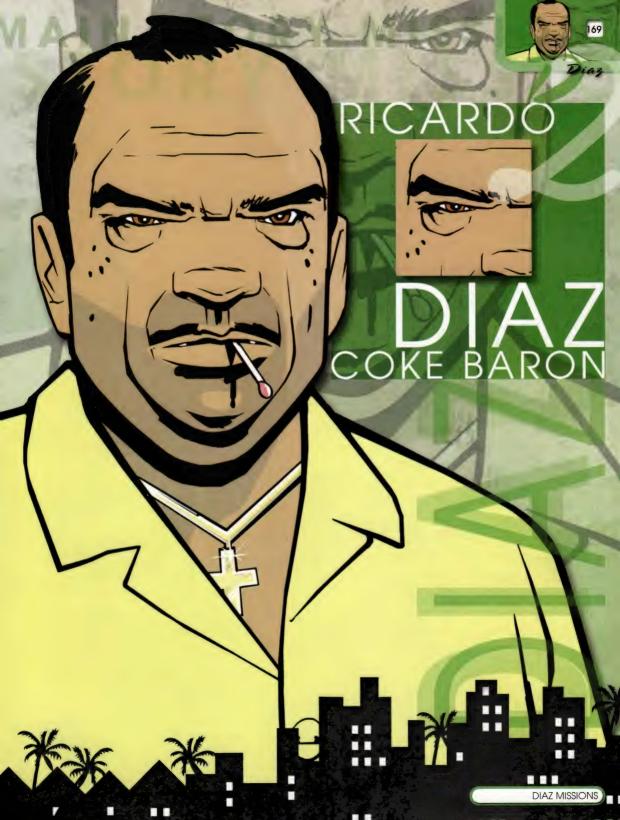
Run across the street to grab the downed bike, then chase down the escaping money. Shoot straight ghead and fire at the escaping thief on his bike. Once you knock off the second biker, get the briefcase and return it to Diaz back in the shootout alley.

You'll get a reward, a cool \$1000 in cash, ending the string of Colonel missions for now. This also opens Diaz's contact point at his mansion on Starfish Island.









Diaz's Missions

Payoff: \$1000

Description: Find out where one of Diaz's greedy dealers is hiding his unauthorized profits

AVOID THE ROOFTOP HEAT

Be careful running over the rooftops. The man you're chasing will occasionally turn and fire at you, and when you reach an area with several explosive barrels, the shots ignite them. You can still safely jump through the flames to pursue him, though. If you're quick enough, this attack will never happen, so keep on him!

THE CHASE

One of Diaz's dealers is skimming a bit off the top of the profits. He wants you to head to his apartment, then follow him to where he's stashina the cash.



Follow the pink blip to reach the thief's apartment, then peek inside his window (indicated by the marker on the second floor). This spooks him and he runs for the

D Diaz

rooftops. Chase after him over the buildings, jumping over the gaps or running across the planks that connect the rooftops, all the way to his aetaway vehicle.

Faggio Phenomena Chasing the thief while on the Faggio, instead of a larger vehicle, makes you a smaller, more difficult target for the thief to shoot.



If you're really hurting, grab the Health icon from behind the dumpster. Take the Faggio, parked near the dumpster, or risk the Wanted Level and jack a faster vehicle that may be driving by. However, you must be quick to ensure the thief doesn't lose you. The escaping crook packs a Ruger and he'll merrily shoot up your ride, but you need him alive

to find his hideout, so don't waste him.

Continue the pursuit at a safe distance to avoid the Ruger bullets and he'll eventually lead you over to Prawn Island. Once you've caught up with him and discovered his stronghold, the mission is complete and you earn another \$1000.



171 Diag

Ricardo Diaz needs you to deal with the stronghold you discovered in the last mission. Lance shows up under the pseudonym of 'Quintin', and pilots a helicopter with you as the gunner.

 Payoff: \$2000
 Description: Rattle the skimmer's Prawn Island stronghold with gun-

Stronghold

fire from a helicopter.

LEAF LIN

STARFISH ISLA

He flies you to the grounds of the stronghold on Prawn Island with an M60 in hand. Unload and destroy all targets of opportunity from this lofty perch. Aim for any red explosive barrels you see—the explosion will do a lot of the work for you.

Don't take too long to eliminate the gunners on the various levels of the fortress, because the Helicopter's health is at stake. Keep an eye on the Heli Health below your Wanted Level and don't allow the enemy bullets to drain it. If the Helicopter is destroyed, your mission will fail.

Eliminating all the shooters in one area allows Lance to fly to the next. Once all areas are clear, Lance sets you down so you can enter the building. You will still be holding the M60, but now the ammo is limited. Be prepared for an ambush inside the stronghold. Run in, crouch to avoid fire, and take down the guards on both floors.

mission passed!



From there, head up the stairs, take out the guard at the door, then proceed to the rooftop and recover the cash in the briefcase. As soon as you get it, Lance will land, pick you up, take you back to the Mansion, and you'll be handsomely rewarded with \$2000—plus, even more trust from Diaz.



The Colonel's Missions (continued)

Payoff: \$2000

Description: Track down a mobile tank and steal it.



Explosive Speed

Turn the tank's turret behind you and fire the cannon continually while driving forward. The result: small bursts of speed that help you beat the clock to the storage facility!

If you park a car in front of the tank, the convoy will actually stop. Use this tactic to run over and open the Rhino's door, then hop right in the tank without dealing with the escort.

SIR, YES SIR!

The Colonel wants you to retrieve a "piece of hardware." That is to say... a tank. Expect the military and the police to be less than pleased with you.

> The tank is on the mainland. encompassing Downtown, Little Havana, and Little Haiti. Head

across the bridge and follow the red blip to catch up with it.



This, however, is only part of the problem. The tank is protected by a full military convoy, so make sure you're fully armed and armored. Your best bet is to block their route forward, then ambush the convoy from cover, picking off as many forces as possible before sniping the turret.

Once the turret is gone, run over to the driver's side door and bana on it with a melee weapon. The driver will escape, allowing you to commandeer the tank.



The military then activates the tank's self-destruct mechanism, and you are given a time limit to reach the Colonel's storage facility. Follow the pink blip to the garage and drop off the tank, fast!



ALL HANDS ON DECK

The Colonel has decided that getting out of town is in his best interest, and he wants you to help escort him to safety.

You'll be stuck on the deck of his yacht, assaulted from all sides, so be ready for some serious firefights. The French want their military guidance chips back, and they'll stop at nothing to get them.





Payoff: \$5000

Pescription: Escort the Colonel safely through a bevy of sea and air assaults.

DEFEND THE COLONEL

You can move from the upper to the lower deck. The first part of the mission involves dealing with several pursuing boats, so sink them from the vantage point of your choice. They'll appear on the starboard and port sides of the yacht.



CLEAR THE ROUTE

Next up is a cordon of ships blocking your path. Move up front and unload on them. When the helicopters' arrival is announced by a shipmate, head for the upper deck and destroy them (a Ruger and Health icon continually appear on the top deck as you run out of ammo and health). If you don't destroy both helicopters while they're in the air, the Frenchmen will board the ship and begin attacking. The helicopters will continue to pick up more men until they are destroyed.

GROUND THE APACHE

Your next target is a serious piece of military hardware—an Apache shows up and begins assaulting the boat, likely killing many of the guards on the upper deck. Keep a constant stream of bullets directed at the helicopter until it comes down. The regenerating assault rifle on the upper deck is excellent for this task.



CONTINUE CLEARING THE ROUTE

Once the Apache is gone, wipe out the ships blocking the Colonel's Yacht, if you haven't done so already. Use the first-person view with the Ruger (Left Trigger) to aim and shoot at the boats in the blockade. Once a path is cleared, the Colonel will happily sail away.

A massive \$5000 is your reward for this big job, the last of the Colonel's missions. At this point in your career, it's probably time to think about acquiring some real estate. A few safe houses around town are a good place to start.

You should get a call from Kent Paul about now, but first you need to finish Diaz's last two missions before you can follow up on that lead.



Diaz's Missions (continued)

THE FASTEST BOAT

Payoff: \$4000 Description: Acquire the latest in boat technology in the Boatyard for Diaz.

/ELCOME

Diaz is big on having a fast boat—and for good reason, from his perspective anyway. Rumor has it that a new boat is being developed down at the

Boatyard, and he wants you to acquire it for him.



HINGTON BEACH

Speed Boat

MAIN STORY MISSIONS

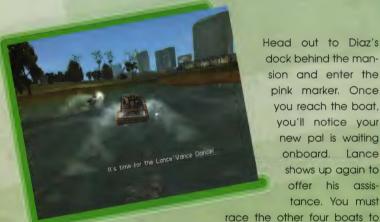


Follow the red blip to the big docks over on the mainland, far south in Viceport, then shoot your way through the riff-raff to get inside. You'll spot the boat, hoisted by a small crane. Walk inside the boathouse and into the marker near the crane controls to trigger the switch that lowers the boat. Exit the boathouse and fight your way through some thugs on your way to the lowered boat, then press the Y Button to enter the craft. Proceed to Diaz's mansion (pink blip on radar) on Starfish Island, avoiding the police boats and helicopter during the 3star Wanted Level, and you'll earn



SUPPLY & DEMAND

Diaz's final job is a bit tricky. There's a supplier who brings a boat loaded down with coke to Vice City once a month. The freelancer deals with the first boat to show up. Diaz wants you to take the new boat and get there before the other 'locals' do.



Head out to Diaz's dock behind the mansion and enter the pink marker. Once vou reach the boat. you'll notice your new pal is waiting onboard. Lance shows up again to offer his assistance. You must

reach a sailboat first to complete the initial objective in this mission. You're commanding the boat, so you have no access to any weapons to ward off the competition. However, when you near the enemy boats, Lance will fire on them.

Payoff: \$10,000

Description: Use Diaz's new hightech boat to get his coke to the dealer first.

175

KEEP YOUR DISTANCE!

Be careful, the other boaters will take potshots at you if you get too close. You can drive-by shoot from the boat, but it's best (timewise) to fly past them and just let Lance do the shooting.



Tracksuit
Upon successful completion of this mission, the tion of this delivered to Tracksuit is delivered. Jockspot in Downtown.

LEAF LINKS

STARFISH ISLAND

Supply Ship

Take the route to the left; the path that veers right is longer and requires you to navigate through lengthy, narrow channels. Once you have a comfortable lead, slow down and carefully navigate your way through the channel. If you're hasty and get caught up in the docks, the competition may get ahead and beat you to the supplier.

When you reach the supplier, Lance takes control of the boat while you use the mounted heavy machine gun to wipe out the disgruntled losers chasing you. Immediately take aim at the shooter to quickly eliminate the main threat of damage to your boat. Next, aim for the driver if the boat is near yours (you don't need concussion damage). Finally, aim at the boat

itself if it's far enough away. When Lance yells, shoot the gunners on the jetty before they dish out significant damage to your boat. Aim for the explosive barrels behind them to make this job easier.

Beyond the jetty-shooters, a helicopter whirls above with an armed thug hanging out the door taking potshots at you. Aim for the gunner and you'll either take him out or the helicopter depending on your aim—either will do.



Kent Paul Calls
After completing Supply &
After completing Supply &
Demand, Kent Paul calls
Demand, Kent Paul calls
Office of the Malibu ASAP!
Get to The Malibu ASAP!

There's one last boat ahead of you, past the jetty. Be careful about destroying it too close to your boat or the explosion that destroys it will leave you stranded. Your best bet is to get rid of the occupants and allow their boat to survive. After that, Lance returns you to Diaz's mansion.

This is the last time you'll work for Diaz, but it earns you \$10,000.



Tommy Vercetti's Missions

DEATH ROW WILL SOME IS SOME

- Payoff: No reward, but the goons at the Junkyard drop a lot of cash!
- Description: Rescue Lance from the junkyard so he can fight at your side another day.



Follow the **K** on the radar to The Malibu in Vice Point to meet with Kent Paul. Kent says Diaz has kidnapped Lance and imprisoned him in the junkyard. You need to rescue him. Swipe a fast ride and follow the green blip.

Get ready for a fight when you arrive at the alley leading to the junkyard in Little Haiti. Make sure you're well equipped before facing the numerous armed guards who are expecting trouble. They've also got a car block-

ing the entrance to the yard and gun-

men surrounding it,
but you can ram
through this
blockade without too much
trouble. If your
ride goes up,
well, you can
just take theirs.



Once you make it through the barricade, jump out of the car and eliminate any survivors to avoid fighting them later, after you rescue Lance—he must survive the trip back to the hospital or the mission will fail.

Take cover behind or under the machinery in the junkyard, then cut down all the guards in the area. Make sure you shoot the guy on top of the crane before entering the warehouse or he might kill Lance once the escape begins.

City Scran

WELCOME

MAIN STORY MISSIONS

LEAF LINKS

STARFISH ISLAND

ODD JOBS & BONUS STUFF

Tommy



You'll find Lance at the rear of the junkyard, just past the rock crusher in a garage. Dispatch the guards and evacuate the area with Lance. There's a weapon power-up behind the warehouse if you need more firepower, and the Sentinel parked next to the warehouse makes a great getaway car. If you don't take this car, one of Diaz's

men might use it to follow you, so take it! As you leave

the Junkyard, three carloads of thugs in Comets try to prevent you from delivering Lance to the hospital. They have some heavy firepower and make good use of it!

Deliver Lance to the hospital (red blip on the radar) via the most direct route possible to avoid the hideously dangerous pursuers . Use the route mapped on the previous page to help you through this chaos. There's no cash reward for this mission, but tons of money is dropped at the junkyard—plus you get to keep Lance alive so he can fight alongside you another day. Tommy asks Lance to meet him at the Mansion on Starfish Island after he gets patched up at the hospital.



RUB OUT

The next mission is received from a pink marker just outside of Diaz's compound on Starfish Island. When you enter the marker, Lance drives up and displays his arsenal in the trunk (ala Pulp Fiction). The two of you must storm the mansion and eliminate Diaz.



Payoff: \$50,000
Description: Team up with Lance to rub out Diaz in his mansion.



GOT POWER-UPS? If you think you need it, you can go all the way to the rooftop to find some Adrenaline tucked away in a corner and some health from the helipad.

Make sure you have a suit of armor before facing the trouble ahead. Use the (L-Trigger Button) first-person view while the M-16 is selected to shoot the two guards at the front door. This entrance is locked, so head around to the west side of the mansion. Proceed through a short hedge maze, taking out Diaz's men in the process, then enter the mansion proper.



Protection Ring Missions As soon as you have control over Diaz's mansion, a "V" for Vercetti appears on the radar over the mansion and a pink marker appears inside, at the entrance to the second floor office. Enter the marker to begin Tommy's own missions—jobs created by you and your friends to take control of Vice City.

MAIN STORY MISSIONS

Climb up the spiral stairs to reach the second floor (continuing up the stairs will put you on the helipad rooftop), then proceed down the hall to reach Diaz's inner sanctum.

Inside you'll be assaulted by several guards and Diaz himself. It won't take much to bring Diaz down. Doing so grants you the de facto





Try not to agarayate the police, Run away from them and keep your focus on the storefronts. Make sure you break every pane of glass in each of the stores indicated on the radar as purple blips. If the cops are hot on your trail, enter the stores where the windows need smashing and the police will

begin shooting through the glass to hit you! This will help speed things up. Finishing this job earns you another \$2000. However, ruining the storefronts will also give you a Wanted Level 5, but even if you get Wasted or Busted on the way out, you still have finished the mission. This high Wanted Level goes away when you complete the mission.



BAR BRAWL

Payoff: \$4000

Description: Take out the thugs protecting the Front Page Bar and find out who supplied them.

Take your men to the Front
Page Bar in Ocean Beach (indicated on your map with a yellow blip). You'll find a pair of
security goons outside the bar,
acting as protectors—these guys
are infringing on your business.
Take care of them (drive-by or run
over them), then enter the pink
marker at the top of the stairs near
the sidewalk and the owner will tell
you where the guards came from.



At this point, the clock starts to countdown from five minutes. If you do not finish off the rest of the targets within the time allotted, then the mission is failed. Follow the yellow blip created on your radar to reach the DBP security headquarters in Washington Beach. This is a good place to cause some mayhem and enforce your rule.

You can do this a few ways. Just rush in with your buddies supporting you; or, if you've got a few grenades handy, make the area hot for them. You can use the stairs in the alley across the street as a perch from which to snipe or throw bombs.

WASHINGTON BEACH

DBP Security 2

WASHINGTON BEACH

Front Page
Bar

O

Once the guards in the parking lot are taken care of, two others flee on bikes (indicated by two yellow blips on the radar). If you have gained a Wanted Level from nearby cops on the beat, use the Police Bribe in the alley near the stairs to calm it down a bit. Quickly chase the two escaping guards down, ram them off their wheels, and finish them. You'll get \$4000 for completing this



MAIN STORY MISSIONS

mission.

ODD JOBS BONUS STUFF



Enter the pink marker that appears on the front porch of the mansion. One of Tommy's men has screwed up a bomb job. You need to go and torch the place to cover up the foul-up, but to do that, you must be disguised as cops. Pick up a Wanted Level, and then let two cops follow you into the garage marked on your radar.

Payoff: \$10,000 (+\$10,000/day from Money icon on Mansion porch)

Description: Lure the cops to a garage in Vice Point, then detonate a bomb in the Tarbrush Café at North Point Mall.

Follow the pink blip on the radar to the garage in Vice Point. Try not to raise your Wanted Level until you reach the garage; this minimizes the likelihood of getting busted before you're ready to jump the cops.

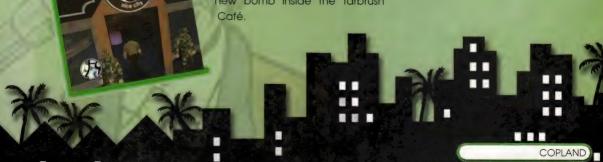
Attract the attention of the cops and wait for more to show up near the garage. When the fuzz arrives, enter the garage and head toward the back, then run around to lure the cops to follow you. The

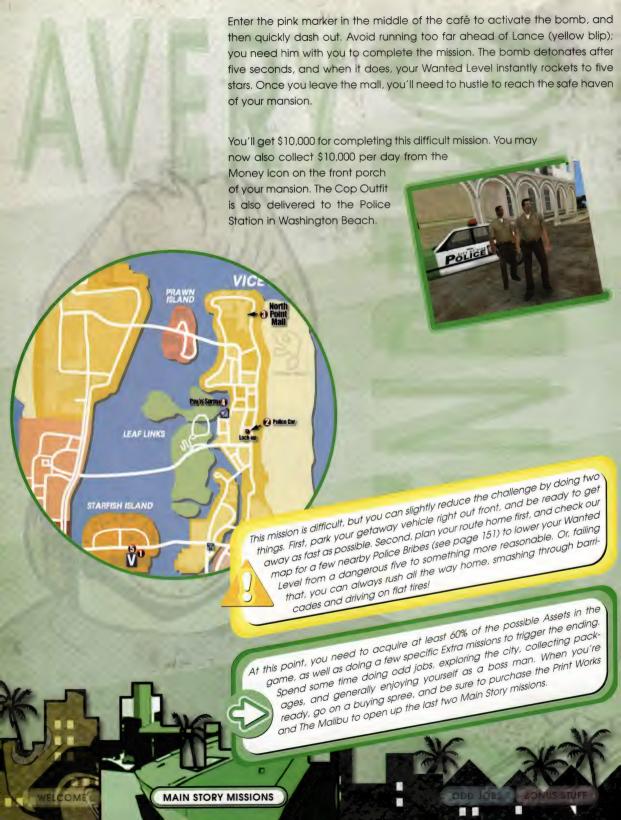
> garage door closes, and when it opens, you and Lance will be dressed in police uniforms.

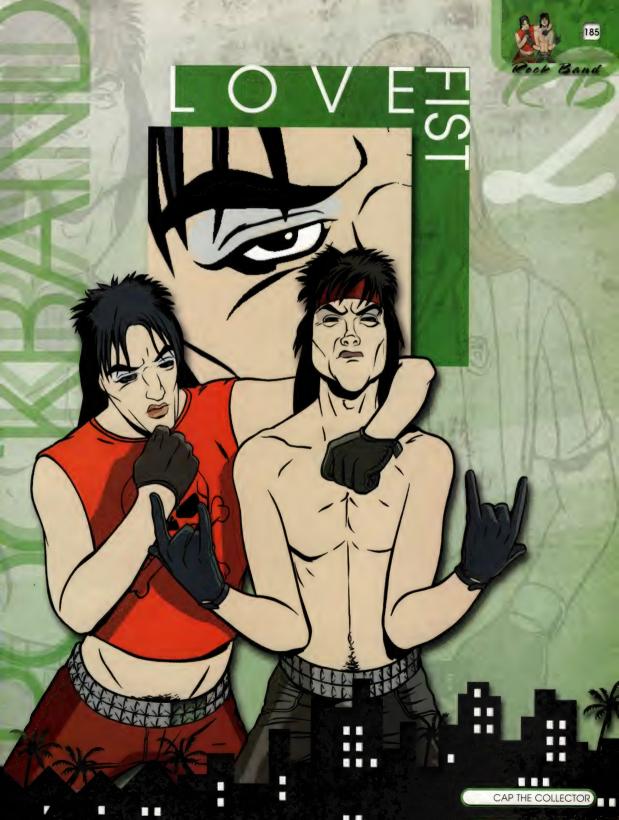
Tommy and Lance emerge with their new duds, ready to penetrate the law's screen around the mall. Hop in the cruiser parked just outside the garage behind the short wall, then drive toward the police lines to the north (follow the pink blip to the North Point Mall).

Enter the mall and proceed toward the pink blip to plant the new bomb inside the Tarbrush Café.



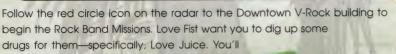






Rock Band Missions

LOVE JUICE THE IS MISSION



have to track it down and acquire it for

them.





Dealer Guick Way Back Way Back

Track the pink blip on the radar to find the dealer who carries the ingredients for Love Juice. Stop with a car (make sure it's a fast one) or a

motorcycle, not on foot, and sound the horn while inside the pink marker. The dealer will approach, take your money, and then run. Chase after his PCJ 600 and mow him down, then exit your vehicle and pick up the briefcase of drugs (blue blip on the radar). The key is to use a PCJ 600 to shoot in front of you, or chase him in a very fast sports car; he's tough to catch on his PCJ 600 without one of these. Park in the pink marker facing the street so you can quickly take off after the dealer. If you get him off his bike alive, be aware that he is armed with a Stubby Shotgun.

After retrieving the goods, you'll get a call requesting some company for the band. Go to Mercedes' apartment in Vice Point to pick her up (following the pink blip on the radar).





You receive \$2000 for completing this mission.

Kent Paul calls on the cell phone after you deliver the Love Juice to the band. He says he needs biker security at the next gig. When the conversation ends, a pink marker appears at the studio, allowing you to speak to him in person. Just then, a major issue arises and the security idea is put on



the backburner.

PSYCHO KILLER

Love Fist fear they've got a bit of a stalker problem, and they want you to take care of it.

Enter the the band limo parked outside the studio and drive to the area down the street where the band will be signing autographs. When the Psycho Killer pops a few fans and jumps into his car to flee the scene, follow him in the limo.



Description: Take Love Fist's Psycho stalker off the fan listfor good!



PSYCHO KILLER





Biker Missions

ALLOY WHEELS OF STEELS

Head to the Downtown biker bar (Spade icon on the map) and walk into the pink marker just outside the door. Inside are the bikers that Kent Paul wants to use for security at one of Love Fist's gigs. Before the bikers agree to this proposition. Big Mitch wants you to prove

you can ride by beating them

in a race.

Payoff: \$1000

Description: Race to victory against Big Mitch's gang to earn their respect.

Go out and find either a Freeway or an Angel (motorcycles), and park it into the pink marker alongside the three other racing opponents outside the biker bar.

> You can always find a couple of bikes parked outside the bar. Hop on one and begin the race.

Freeway vs. Angel

The bikes parked outside the bar are Angels. The Freeway is a faster, easier handling bike. Taking a little time to find a Freeway makes the race easier. To do this, jump on the Angel and drive around town; more bikes will appear on the streets if you're on a bike.

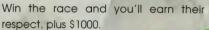
NO BUMPING,

Do not attack the bikers or you will fail the mission. This means no shooting or hitting them before or after the race has begun. You can ram them with your bike during the race, but that's as violent as you can get.

OWN Bikers

MAIN STORY MISSIONS

The race is a checkpoint affair, so drive carefully—it's much easier to spill from a bike than a car. Caution will win over speed. Once you have the lead, continue to drive safely and you'll be able to maintain that edge.







MESSING WITH THE MANSS ON

Mitch wants you to show your biker spirit by raising some mayhem around town. This mission is struc-

tured a little differently than some of the others you've done so far.



Payoff: \$2000

Description: Max-out your Chaos Meter by raising hell around town.

Basically, you have two minutes to raise your Wanted Level, then increase your Chaos Meter to its max by destroying property, whacking passers by, and generally being a troublemaker.



Get your Wanted Level up to three or four to get a decent rate of increase for the Chaos Meter (the higher, the better), then drive around shooting and ramming anything you see. You'll hear a noise when you have successfully raised the meter. Using a bike for this challenge may not be safe. Find areas where you can cause chaos without the law easily getting at you, such as rooftops or behind half walls. When the Chaos Meter maxes out, the mission ends successfully and you're awarded \$2000.

HOG TIED

A local gang made the bad mistake of taking Mitch's bike. Mitch wants you to get it back for him, by any means necessary.



Unitue Stunt Bonus
The jump off the stairs to the
The jump off the stairs to the
Ammu-Nation is a Unique
Ammu-Nation is a Uniq

Description: Reclaim Mitch's bike from the thieves atop Ammu-

Payoff: \$4000



The catch is, the bad guys are hiding up on top of the Ammu-Nation. You must make a stunt jump up there, then fight the thieves as they appear. Make sure to bring along some armor and a decent weapon, or you won't be able to stem the tide.

Grab an Angel, parked outside the biker bar, then follow the yel-

low marker to Ammu-Nation. Speed up the stairs of

the building across from Ammu-Nation (as shown in the cutscene) to land on top of the building. While in the air, adjust your lean (forward and back) using the Left Trigger to ensure a soft landing.





193

Head down the stairs and into the compound below. Follow the yellow blip on the radar to the garage containing Mitch's stolen Angel. Hop on the bike and continue shooting up the place.



Drive the bike to the west end of the compound and hang a right (north), then drive up the stairs and jump out onto the streets (near the taco restaurant).



Get moving! The heavily armed gang will give chase in Gang Burritos. They will shoot and ram with attempts to kill you or just destroy Mitch's bike, but either is very bad news. Return the bike to the bar and earn yourself another \$4000. Now you can access Love Fist's final mission.





Rock Band Missions (continued)

PUBLICITY TOUR

Payoff: \$8000

Description: Safely drive the band around until the drummer disarms the bomb set to the limo's speedometer.

Love Fist need you as their personal chauffeur. Unfortunately, their personal limo has been rigged with a bomb that will detonate if you drive too slowly.



You need to keep the speed up long enough for the drummer to disarm the bomb. (Oddly enough, the drummer is the smartest member in this band.)

Be very careful around obstructions, as the Bomb Meter will increase quickly when you drive slowly, and ramming into a wall or car certainly qualifies as slow.



It takes the professor on the drum kit (Neil Peart humor) approximately 2 minutes and 20 seconds to defuse the bomb. It's best to head south and follow the road you're on to the east to reach the main strip that heads north and south down the coastline of the city. This is a long and wide street where you can easily avoid traffic. Once you reach the Chartered Libertine ship parked at the docks in Viceport, whip the car around to the opposite side of the street and head back the way you came. This gives you plenty of time for the drummer to defuse the bomb.

Just make sure to watch the Bomb Meter and don't drive so fast that you have to make another directional change on this street. Once the bomb is defused, take the band to the gig (follow the pink blip to the pink marker). Finish this mission to earn \$8000.



195

Assassinations

ASSASSINATION SS

ASSASSINATION MISSIONS

Assassination Missions

Mystery Calls

Each of the Assassination missions is given at a different pay hone location around town. Just follow the current phone blip phone location around town. Just follow the current phone each on your radar to reach the active phone. After completing each on your radar to reach the active phone. After completing each one, the mysterious caller will contact you on one, the mysterious caller will contact you on one, the mysterious caller will contact you on your cell and offer a new job. After the cell your cell and offer a new job will reappear on phone call, the pay phone icon will reappear on the radar and map.

ROAD KILL

Apparently, the cell phone you stole from the Chef was used to get Assassination jobs. Pay a visit to the phone icon location in Ocean Beach to receive your first job.

The initial Assassination mission is relatively simple: Find Carl Pearson, a
Pizza Deliveryman, and wax him.

The only thing is, you've got a time limit. He'll work toward making 50 deliveries, which will count down rapidly. However, he's on his Pizza Boy, so running him over is no problem. Track him down and grind him into the pave-

ment to earn \$500.







assassinations

197

Answer the phone in Vice Point to take the second Assassination mission. Your next target is Mrs. Dawson. Your unnamed employer wants you to eliminate her, and make it look like a car accident.

Payoff: \$2000 Description: Usher Mrs. Dawson into a deadly "accident.

Find her leaving the iewelry store up in Vice Point, Follow her, and ram her car until it bursts into flames, then flee the area before it blows so no one links you to the accident. You'll see a message on the bottom of the screen warning you that her car is going to explode; this is when you need to hightail it out of there!

Successful completion earns you another \$2000.



(2) ASSASSINATION Mrs. Dawson park across from the jewelry store

AUTOCIDE

Take this job by answering the pay phone in

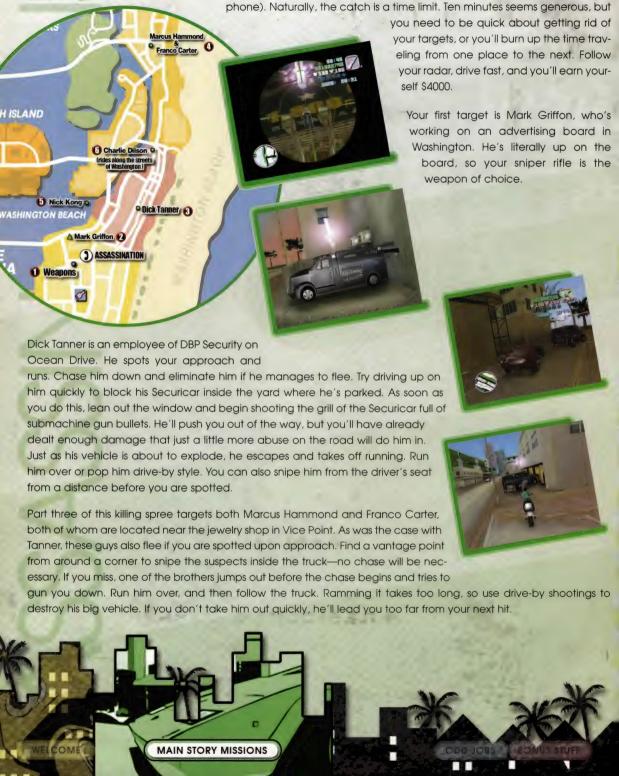
Washington, near the mall. You learn that a European gang plans on hitting a bank convoy. Your employer and his associates do not want this to happen.



Payoff: \$4000

Description: Eliminate five gang members, scattered across town. to foil their intentions.





You need to eliminate all five gang members. A sniper rifle and submachine aun are provided for you (follow the blue blip to the backyard, west of the



199

Charlie Dilson is riding around in Washington on a PCJ 600. Enough said... he won't last long up against any four-wheeled vehicle that you've chosen to chase him down in.







CHECK OUT AT THE CHECK IN

This mission is accepted by answering the pay phone inside Escobar International Airport.

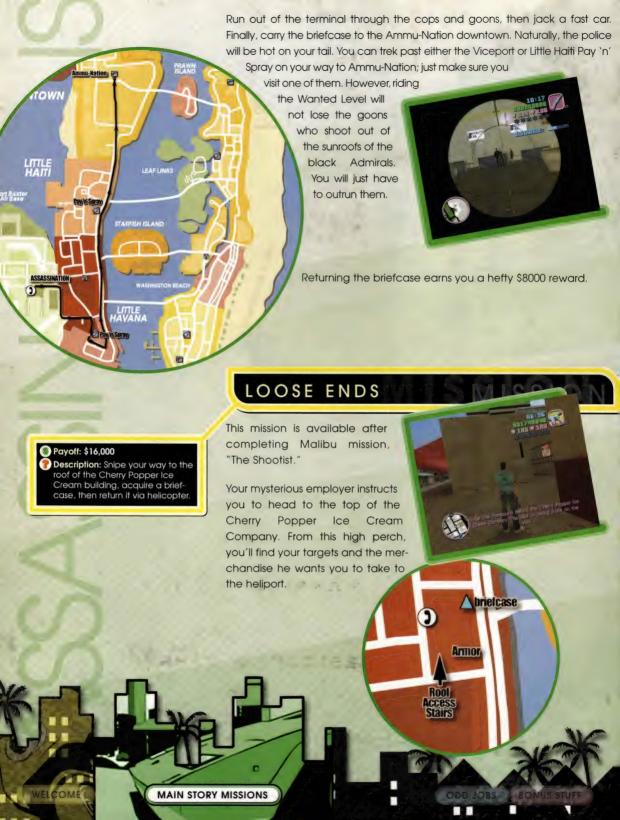


Description: Snipe your target at the airport, then take his briefcase to the downtown Ammu-Nation.



The first step of this multipart assassination is to pick up the sniper rifle they provide for you (to the right of the pay phone behind the tree planter). Next, watch the woman on the balcony. Be careful when you're trailing her—she'll lead you close to the target and if you get too close to the man she speaks to, the Spook Meter will max out and you'll fail the mission. She'll approach your target and point him out to you. Snipe him, not her,

then take the briefcase he drops. As soon as you pop him, you'll get tagged with a Wanted Level 2, plus the goons that you stole the case from will give chase (they want the briefcase just as much as you do).





Select a submachine gun and run to the stairs while firing at the explosive barrel beside the van and all the guards (this barrel will be the first to secure a target lock as you dash into the open area). While the explosion is obliterating the guards, run to the top of the stairs. You'll reach the ledge previously occupied by the guard you sniped from the alley.

Shoot, snipe, or bomb all the guards below that you can see from your vantage point. Use the many explosive barrels to eliminate multiple guards at once.

Once you feel it's safe to continue, head back down the stairs and make your way to the back-left corner of the compound. Grab the Body Armor stashed there, then head to the right side and take to the rooftops via the stairs.



To safely reach the roof of the Ice Cream Company, use the sniper rifle to peg distant enemies before you enter their range (don't overlook the guy on the billboard). Once you're on the roof with the two large ice cream structures, head up the next set of stairs to access the helipad. Get on one of the rooftop vents (ramps) and shoot the remaining thugs while they're still unaware of your presence. Pick up the briefcase and enter the helicopter.

Fly the helicopter to Escobar International Airport (follow the pink marker) and land on the helipad to complete the mission. You'll earn yourself \$16,000 for finishing the final Assassination mission.





Porn Empire

203

RECRUITMENT DRIVE

Tommy wants to make a bad film even "badder." He needs a couple of leading ladies. Your objective is to find Candy Suxxx and Mercedes, then bring them back to the film studio.

Payoff: \$1000
Description: Answer the casting call and find two sexy leading ladies for Tommy's film venture.



your name in the credits of their film!

Follow the pink blip on the radar to the marker in Vice Point, then get out of your car and walk into the

light. Candy's pimp pulls up in a car

and unloads his armed passengers, then speeds off. Mow down the attacking thugs and take off after him (you can leave Candy where she is). Wiping out Candy's agent is somewhat easy. Continue the chase until he takes off on foot, then run him over and return to pick up Candy.

Take Candy with you and pick up Mercedes from the pizza joint (follow the green blip on the radar). Enter the pink marker inside the restaurant and Mercedes will agree to come with the both of you. Head back to the Studio with the girls, and lead them to Steve, the director. You earn \$1000 and, notably,



DILDO DODOWERS MESSION

S Payoff: \$2000

Description: Spread some promotional flyers for the Steve's film.

Sonny Calls
Sometime after this mission,
Sonny will call you on the
Sonny will call you on the
sonny will call you for him.
The plot thickens...

Run behind the studio and follow the red blip on the radar to the dock.

Press the Triangle Button to enter the pontoon airplane
parked in the water. Take off from the

water, then turn north

and head toward the Vice City mainland.



You can fly through the markers in any order, but the route is easiest if you start with the marker over the dirt bike trail Downtown. As soon as you pass through the marker, a nonstop flow of flyers spills out of the plane and down toward the city below. The propaganda begins. Turn south and continue to fly through each subsequent marker until you reach the last one. There are 12 markers to hit and a limited amount of fuel, so plan your route wisely.





checkpoints around town, and when you're done, you'll earn \$2000.



WELCOME



MARTHA'S MUG SHOT





Congressman Alex Shrub is trying to get your type of film shut down. You need to frame him, using Candy as the bait.

Payoff: \$4000

Description: Frame a meddling congressman by catching him red-handed with Candy Suxxx.

Steve gives you a camera as you leave the studio. Get in your car and allow the slow-strutting Candy to enter her limo outside the studio compound. Follow her in the helicopter to Alex's place in Vice Point. Enter the WK Chariot Hotel, across from the building Candy entered.

Find the side door to access the stairway to the top of the hotel. If you have difficulty finding the door to the interior

hotel, then head to the beach (behind the hotel), find the stairs to the north side of the building, and follow the walkway to the door on your left. At the top of the stairs, select the camera and zoom in on Candy and the congressman on the rooftop of the building across the street. Snap three photos of the two of them together.





Head back to your studios with the incriminating pictures and a Wanted Level of five hanging over your head. Take advantage of a Pay 'n' Spray, or just try to gung-ho it and drive right back through the spike strips, helicopters, angry policemen, and FBI vehicles...Of course, if your helicopter is still in fine shape, hop in and fly back easily.



\$4000 is your reward for finishing this mission and you stay in business.

A Drive on the Beach Escaping the police is much easier if you park your car on the sandy beach before entering the WK Chariot Hotel. Flee the hotel and hop into your waiting vehicle. Speed down the beach, heading north all the way to the North Point Mall, then race across the bridge to the studio.

After completing this mission, you Sonny again! receive a very disturbing call from Sonny. He's a little upset with you. He may turn into a threat that needs to be dealt with... soon!



G-SPOTLIGHT

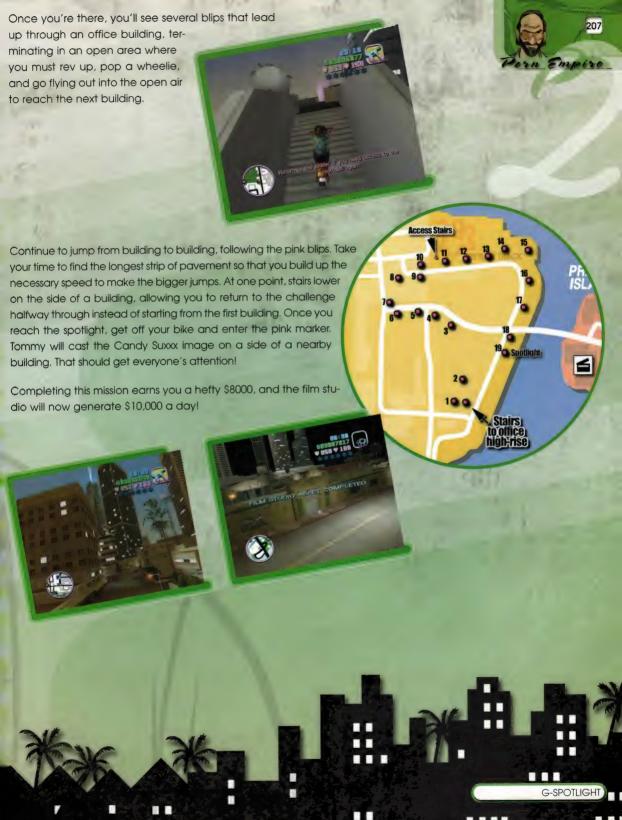
As another promotional stunt for the launch of your videos, you need to head downtown and adjust the searchlight on top of an office building for a special light show.

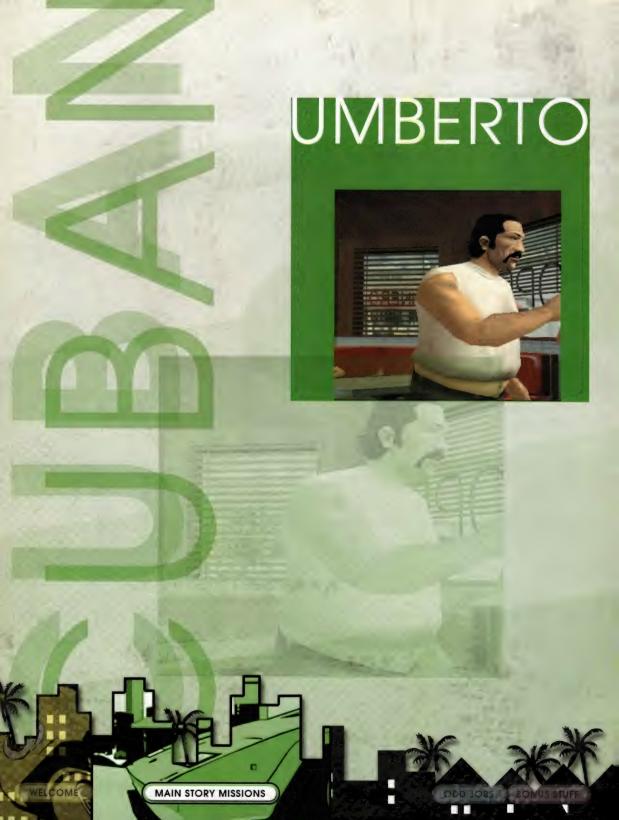
Of course, getting to the searchlight is a bit of a trick. Pick up the fast bike by the security guard station, then drive toward the blip.

Payoff: \$8000 (plus \$10,000/day studio money)

Description: Redirect a downtown spotlight to draw attention toward Tommy's star, Candy Suxxx







Cuban Missions

209 Cub an

STUNT BOAT CHALLENGESS ON

Pick up the Cuban missions by visiting Robina's Café in Little
Havana. Stop in the quaint diner and speak with the Umberto. It's time to prove your worth in a boat race.



Payoff: \$1000

Description: Navigate the Speeder through some watery checkpoints in less than three minutes.

Head out back and hop in the boat (Speeder), then proceed to the first checkpoint to start the challenge.

Auntie Poulet

Auntie Poulet of the Haitians calls

Auntie Poulet of the Haitians calls

Auntie Poulet of the Haitians calls

not be cell phone after you com
plete the stunt boat chalplete the stunt boat chalplete the house when you're

to her house when you're

to her house when you're

ready for some interesting

ready for some interesting

activities. The Haitian missions can begin now, but let's continue with the Cuban missions first.

You've got three minutes to get through all the checkpoints. Follow the pink blips on your radar, hit the jumps at high speed, and be careful in the turns. The boat backs up very sluggishly, and you can lose a lot of time if you hit a wall and wind up in a corner.

Finishing the mission earns you some respect from the Cubans, along with a measly \$1000 in cash.



WASHINGTON BEACH

LEAF LINKS Q25

15



STUNT BOAT CHALLENGE

CANNON FODDER

Payoff: \$2000

Description: Transport armed Cuban thugs into a Haitian stronghold and steal a van full of drugs. The Cubans want you to deliver a car, full of armed men, straight into the heart of the Haitians' territory.

Get a four-door car, pick up the Cubans from Robina's Café, then head for the pink blip on your radar to drop them off. Be careful, the Haitians will be aunning for you.

Once you arrive, hop out and give the Cubans some fire support. The first group to attack is located at the end of an alley hidden behind a parked car.

There are a number of ways to get through the barricade. You can just shoot up the car and allow it to explode, decimating all the men behind it. An alternative method is to rig a car with a bomb from 8-ball's, race it down the alley toward the barricade, bail out of the car at a safe distance, and then detonate the vehicle when it reaches the parked car. Other options include sniping all the Cubans behind the car, firing a shell

from the Rocket

Launcher
(check our
map on page
151 for weapon
locations), or tossing
Grenades or Molotovs their
way.

STARFA





After you wipe out the initial pack of Haitians, a sniper on the roof pins down your men. You need to get up ahead to clear a path for the reinforcements. Take the .308 Sniper near the concrete wall at the entrance to the compound. However, you don't really need a scope to nail the sniper—just aim any weapon that enters first-person-aiming view and shoot below the pink arrow that points toward the man on the roof.

Once you penetrate the complex, you must steal the van loaded with drugs and drive it to the restaurant. Avoid destroying the van in the gun battle or on your way to the drop off. You can also fail the mission if you waste too many of your own men at any time during this mission. Once the van is back at Robina's Café, the mission is complete and you earn \$2000.



NAVAL ENGAGEMENT

Umberto is angry with the Haitians again, and he wants you to intercept a shipment out on the waters. Drive toward the pink blip to meet with Rico on the dock in Viceport. He'll take you to the shipment location and hand you a Ruger. The Ruger has a small amount of ammo, so if you are partial to this weapon, you may want to bring your own to add to the ammo.



Payoff: \$4000

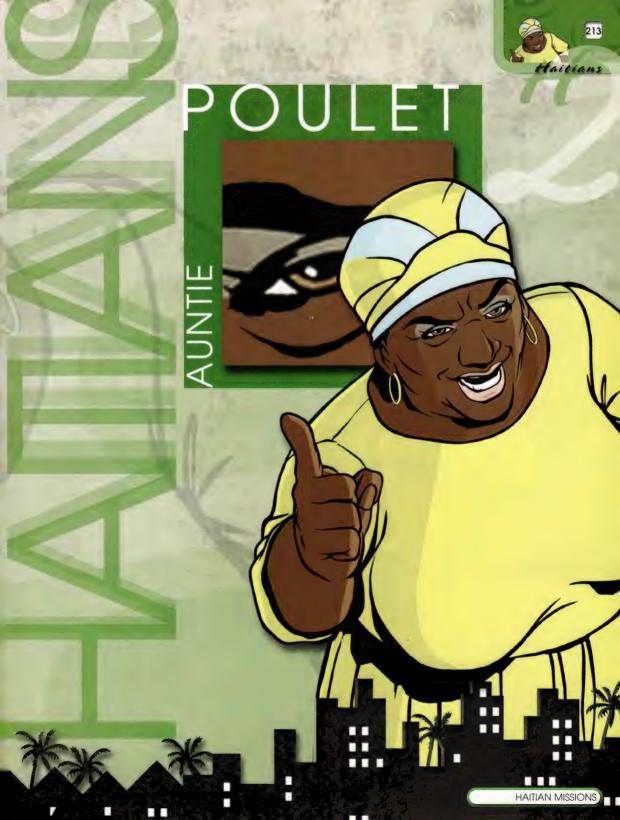
Description: Gun down some Haitians from your boat, then retrieve a pair of briefcases filled with drugs.

You assume the role of the gunner in this

mission, and you're targeting Haitians with the goods you must recover for Umberto. Use any weapon with good aiming capabilities, preferably the sniper rifle. Once the occupants of the boats have been released from their soul cages, Rico can pull up to the dock and let you out. It takes practice to nail all the assailants in time before they destroy Rico's boat—and you don't want to be stranded out in the water with a burning boat. If you bring a Rocket Launcher with you, taking the boats out of commission is a lot easier.







Haitian Missions

JUJU SCRAMBLE

Payoff: \$1000

P Description: Gather several stashes under the clock and battle dangerous Wanted Levels for Auntle Poulet.

Visit Auntie Poulet's house in Little Haiti and share some special brew with her. That stuff will make you putty in her hands! She wants you to retrieve several stashes before the cops pick them up.



Hop in a vehicle and follow the yellow blip to reach the first powder pick-up location. Park your car close to the steps of the building near the junkyard so you can quickly enter your vehicle when you run from the bullets after the pick-up.



When you pick up the first one from the rooftop, you'll get a Wanted Level 2. This makes getting to the next one intact within a minute even tougher. Run past the SWAT gunner on the rooftop and enter your car parked below. Race to the second package location on a nearby corner. Jump out of the car, grab the case, and hustle back in.



Again, your Wanted Level increases, this time to four—and yes, you must acquire another package within a minute. There's no time for Pay 'n' Spray, so locate the closest Police Bribe to lower the Wanted Level. Just one bribe makes it that much easier on you.

Follow the final yellow blip on the radar to the small lot between two build-

ings. Drive your vehicle right up to the package to avoid flying bullets until the last minute before exiting to retrieve the briefcase. Re-enter the vehicle and drive straight across the street, into the alley, over the ramp, and through another Police Bribe. The last package raises your Wanted Level to five stars. Survive this intense pursuit and return to Auntie

Poulet's in one piece to finish the mission

and earn a whopping \$1000.



Foil the Fuzz
There's a nearby Pay 'n' Spray, so
take advantage of it—five stars is
take advantage with, and you
a lot to deal with, and you
don't have a time limit for the
return.



BOMBS AWAY!

Auntie Poulet is working her magic on Tommy again, and this time, she's using you to wipe out the Cuban boats.

Payoff: \$2000

Description: Eliminate some
Cubans and their boats with anRC plane that drops explosives.

Top Fun Van STARF Giban SLAND

> A Fleeing Vehicle



RC Bi-plane Controls Do not let go of the Right Trigger (Gas) when flying an RC Bi-plane or it will dive, and recovery is difficult. Since the bomb you're carrying is heavy, you must click on the Right Trigger to lift the nose up and maintain an even altitude. Press down on the Right Thumbstick to drop bombs, which are unlimited per plane.

Drive toward the vellow blip on the radar to locate the Top Fun van. You're going to use an RC Plane with some explosives to destroy the boats.



Destroying the boats is the hardest part of this mission. Try Kamikaze with your first plane while all three boats are parked at the dock. One explosion can take out all three boats when they're that close. If you chase them around, it helps to fly them, matching their speed and direction. Once you're lined up, dive down and drop the bombs on top of them. Increase your altitude once a bomb is released to avoid the



Once you've got the plane under control, fly toward the yellow blip. You must wipe out the Cubans standing on the dock, along with the three boats. They'll head for the high seas when they realize what's happening.

Destroy all three boats, then deal with the Cuban trying to get away in the vehicle-and make sure there aren't any others walking around (look for the green blips on the radar). Once you've cleaned up, you'll finish the mission and earn \$2000.



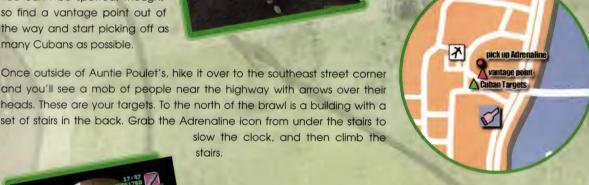


There's a major conflict between the Cubans and the Haitians brewing.

Auntie Poulet wants you to give the Cubans a nasty surprise in the form of a sniper rifle. You can't be spotted, though, so find a vantage point out of the way and start picking off as



Payoff: \$4000
Description: Snipe the Cubans from the top of a building before they beat the Haitians into oblivion.



Once on top of the building, run to the south end and enter the pink marker. This is your vantage point. While still adrenalized, begin picking off as many Cubans as you can. Save the Haitians receiving the worst beating first.

Substantial reinforcements arrive for the Cubans, so stay the course, and continue sniping as quickly and accurately as you can. Avoid shooting the Haitians (Blue Shirts). You don't need to help the enemy, and if all the Haitians die, the mission will fail.



If the Haitians survive and win the fight, you'll finish the mission and earn \$4000, plus you can go back to Robina's Café to finish the final Cuban mission.



Cuban Missions (continued)

TROJAN VOODOO

Payoff: \$10,000

homb locations

Drug Factory

Description: Steal a Voodoo in Little Haiti to infiltrate the Haitian compound, then blow the joint sky high by planting some bombs in the factory.

Rico

park in pink marker in the Drug Factory's driveway

Voodoo Location Umberto wants you to go with Pepe to Little Haiti and steal a Voodoo car. This task is easy enough since you know there's always one parked in front of Auntie Poulet's house.



Once you have the Voodoo, drive toward the pink blip to meet Rico and the other Cubans in the parking lot across from Kaufman Cabs. Follow Rico and his comrades to the pink marker located in an alley half a block away.

The Haitians open the front gate and let all the cars in. As you drive into the compound, run over as many of the Haitians as you can, while still posing as one of them. This will lessen the numbers once you're out of the car.





Park the car in the pink marker and enter the factory. Walk into the three blips inside the facto-

three blips inside the factory to plant bombs (one is located on the second level and requires a little stair climbing). When you're done, get out of the factory before it blows. You'll have only 20 seconds to escape after the first bomb is planted, so be quick about it.





The gate you passed to enter the compound is closed, and now that your cover is blown, driving a Voodoo will not make them open the gate. Facing the closed gate, head right (south) and run up the stairs in the narrow alley behind the building. Run across the rooftop of the next building and excape onto the streets. Once you're out, you'll

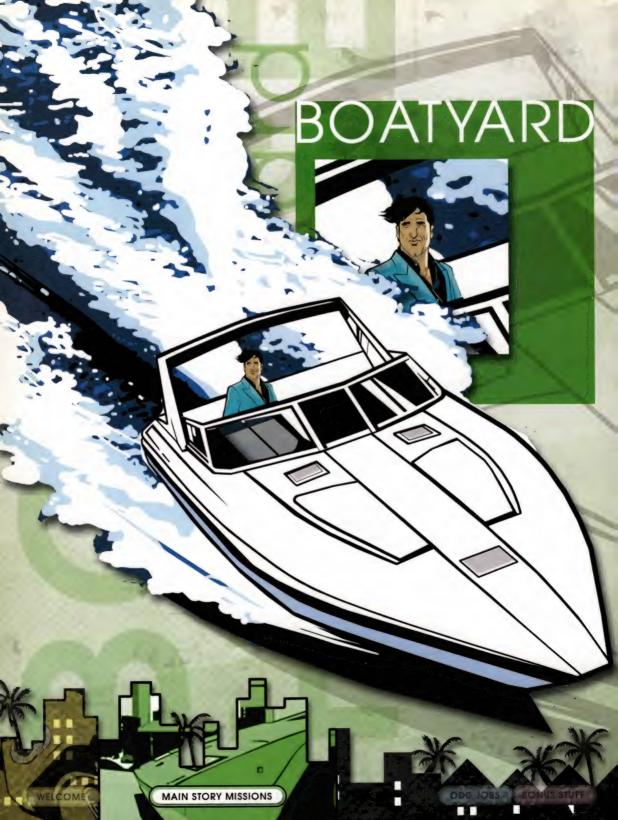
get some pyrotechnics from the factory and \$10,000 in

reward money.



After you complete his last After you complete calls on mission, Umberto calls on the cell phone just to thank the cell phone just to thank you for the bang-up job you did on the factory.





CHECKPOINT CHARLIE SSTON

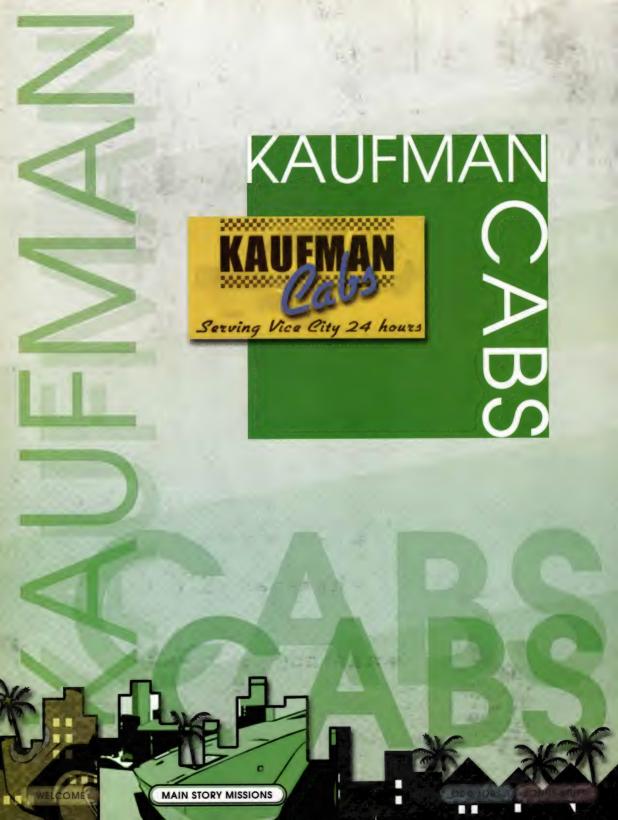
There's a bunch of packages out in the water, just waiting to be acquired. Hop in your snazzy new speedboat, courtesy of your own personal Boatyard (cost: \$10,000), and collect them all within the time limit. You have two boats to choose from, the Squallo or the Cuban Jetmax. The Squallo is faster, but you may find the Jetmax easier to handle.

The usual warnings apply—control your turns, hit the jumps fast, and be careful in tight areas. Complete the mission once and then try it again, and so on. Every time you complete the challenge, the prize increases by \$1000. However, the

challenge gets tougher as the air becomes foggier; by the fourth challenge, it's almost impossible to see. Payoff: No cash reward. Complete this challenge for the Boatyard Asset, plus the mission rewards.

Description: Collect the floating packages with your speedboat.





Kautman Cab Missions



V. I. P.

Purchase Kaufman Cabs and the Taxi Missions immediately become available. Just make sure that you're in a Kaufman Cab when entering the pink marker inside the Taxi garage.

There's a VIP on Starfish Island that needs a lift. Drive over there quickly (you have only one minute), then stop and blare the horn while in the marker.

Suddenly another Taxi pulls up and tries to steal your fare—you're not going to stand for that, are you? Chase him down and get the VIP back. Use multiple collisions or drive-by shootings. After a certain amount of damage, the passenger exits your rival's taxi. Drive up to the fare and allow him to enter your cab. Once you have him in your car, take him to his destination at Escobar International Airport.

Payoff: \$1000

Description: Teach a rival taxi a lesson in manners by pounding his fare-stealing cab into twisted metal, then deliver your rightful customer to the airport.



FRIENDLY RIVALRY

Payoff: \$2000

Description: Gain market share by destroying the competition. VC Cabs is stealing your fares. If your cab company is going to prosper, you need to get rid of the competition.





Track down three of the VC Cabs (following the yellow blips on the map) and destroy them. Drive-by shooting is the easiest way to accomplish this. When you near them, they will try to ram you, but not too agressively. This works to your benefit, because you won't have to chase them all over town. When they ram you, shoot them.

You'll earn \$2000 for completing this mission.







CABMAGEDDON



Mercedes wants a little personal attention, so pick her up pronto... or maybe not.

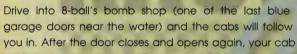


Payoff: \$3000

(plus \$5000/day income and a Zebra Cab parked at Kaufman Cabs)

Description: Survive an attack from VC Cab and defeat their boss.

When you arrive at the pickup point and sound the horn, a host of the rival, VC Cab, shows up and starts a makeshift demolition derby. Unfortunately, you're the target.



will be rigged to explode. Exit the car and jump over the swarming cabs, then exit 8-ball's. Detonate the cab-bomb and all the rival taxis will go up with it.

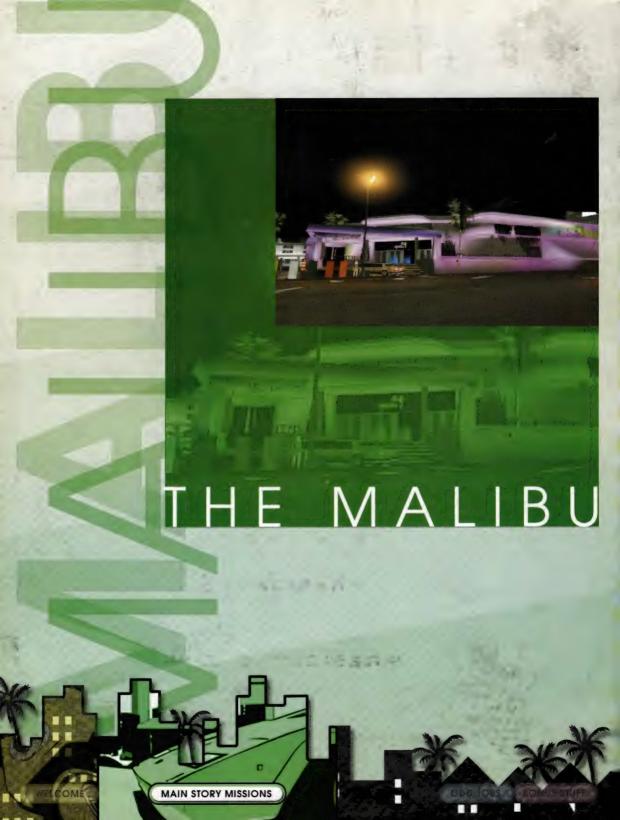


Stay alive for one minute and the VC leader cab will show up. Since you're now without a car, shoot the Zebra Cab's tires to slow it down. When it tries to run you over, jump over it, then run up to the cab, pull the driver out, and kill him—run him over with his own cab! You can also just snipe the driver out of the cab from a distance. Destroy it to complete the mission successfully and earn yourself a

daily income of \$5000, plus \$3000 in your pocket

immediately, and a new cab parked in Kaufman Cabs.





Malibu Missions

The Median

Pay'ni Spray

227

NO ESCAPE?

After acquiring The Malibu, head inside and enter the pink marker on the opposite side of the dance floor. Tommy spends some time talking to Rosenberg about getting a new employee—a safe cracker. Tommy has something big in mind.



Payoft: \$1000
Description: Bust Cam Jones, the safe-cracker, out of jail.

The man you want, Cam Jones, is in police custody—and you're going to spring him.

Head for the Vice City police department, park a strong but quick vehicle near the stairs, then go inside. Make sure your weapons aren't selected, or the cops will get a bit skittish with you.





Sult up in a police uniform from the locker room on the left to get upstairs without being hassled. This is where you'll find the keycard you need to get Jones out of the lockup.





Cassidy will challenge you to an impromptushooting contest. You need to hit more targets than he does within the two-minute time limit. Running out of ammunition also ends the round. Hitting the closest target nets you a point; the middle distance targets two points; and the furthest, three.



The Malibu

The points are awarded only after the whole target dummy is destroyed (head and all quadrants). Concentrate your fire on the furthest target more than the closer two. Shoot the closer two targets when they pass your sights or when waiting for the furthest to regenerate—since the most distant target nets you the most points.

Next up, head over to the urban target zone in the back room of the Ammu-Nation. This time, any target is worth one point. Try concentrating on only two windows (one above the other) instead of continually aiming at all the windows when a target appears. This technique saves you time you would waste chasing targets that you'd never hit.





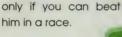
Walk forward into the next blip that appears in the same room when the second round ends to start another urban target range—same time limit, same scoring.

In total, you need to beat 60 points. If you do, Cassidy will agree to work for you, and you'll earn \$2000.

THE DRIVER

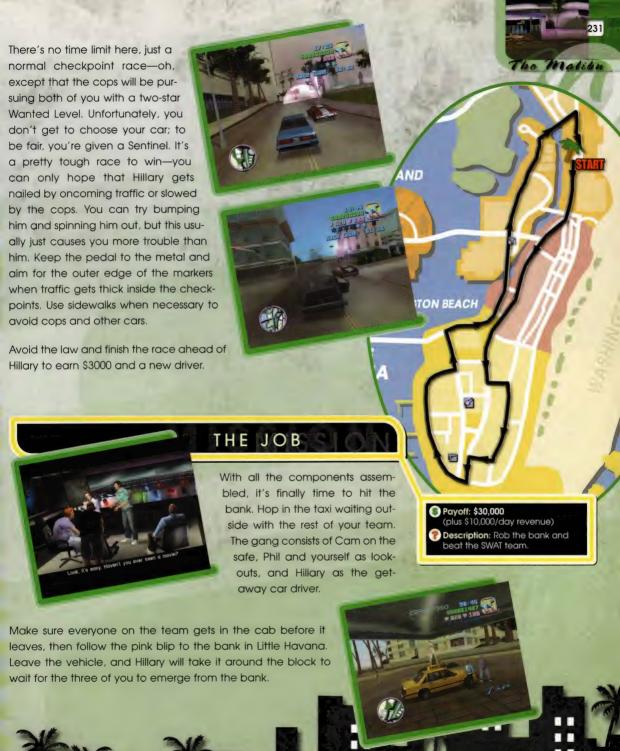
Payoft: \$3000
 Description: Beat Hillary at his own game—driving fast—and he'll go to work for you.

One more component is needed to complete your squad of crooks—the driver. The goal is to convince a guy named Hillary to get behind the wheel for you. He'll agree









THE JOB



Lead the guys across the street and walk up the steps of the bank. Enter the pink marker to the right of the entrance and your team will change outfits. Now you can enter the bank.

So far, so good—Phil will watch the people in the bank's lobby while you and Cam go upstairs to the vault. Several guards will

attack you up there, so be ready for them. There's some Armor on the second floor if you need it.

Cruel and Unusual

Since the SWAT team storms the bank no matter what you do, executing all the employees and security guards inside the bank before triggering the SWAT invasion is one way to avoid accidentally targeting them when the shootout Targeting and shooting them during the shootout could cost you dearly when you need to stay alive. Shooting them before this event happens will make targeting the SWAT members much easier and you won't waste time on someone who isn't a threat. However, if you go this route, you'll have to go all the way and waste everyone, or else they will beat Cam to death, and you'll fail the

Ride the elevator and make sure Jones is with you, then leave him at the safe. He complains that it will take too long, so head back down the elevator to find the manager in a second floor office—he's cowering in a corner behind his desk. Don't run. Allow the manager to follow you into the elevator, then take him back upstairs with you.



Leave the manager with Jones and return to the lobby—the alarm has been sounded, and you have a three-star Wanted Level. Enter the pink marker behind the desk, near the front entrance of the bank. Jones opens the vault about now, but you have to deal with the incoming SWAT team first.

team gunners, one after the other, as they drop in

from the ventilation ducts. Once the area is clear, a pink marker appears at the front doors. Enter it when you're ready to confront the masses waiting for you outside.



Once outside, Hillary pulls up in the escape vehicle, and is shot by the heat. Shoot only the authorities that are an immediate threat (ones that could quickly open the doors to the cab once you enter it), then hop in the cab as quickly as possible. If Phil is killed, the mission will fail; you need him alive to finish the game.

Now you just have to get back alive. Reach the nearby Pay 'n' Spray, then head for home. \$30,000 in

cash is your reward, and

The Malibu now generates revenue \$10,000, in addition to opening up Phil's missions.



Make sure that you take full advantage of the Health and Armor in the bank before venturing outside. The Armor is located in the security monitoring room (you can walk up to the monitors and see what's happening all over the bank), and the Health is in the manager's office.

e Malibu



Phil Calls After the bank job goes down, Phil calls on the cell phone and offers his assistance with anything you

need. This event opens



Bank Gob Outfit After completing the bank job, the Bank Job Outfit is delivered to the Malibu Club in Vice Point. Excellent!



Phil's Missions

GUN RUNNER

Follow the large P icon on the radar to locate Phil's Place in Little Haiti. Tommy stops by to inquire about some weaponry, and Phil mentions a Mexican aunrunner who passes through town. He wants you to go and liberate some of his goods. To do this, you need to track down his trucks and ram the goods out of them.

Hop in the Patriot and follow one of the four yellow blips on your radar to reach one of the trucks. When the vellow blips first appear, the trucks are very close to one another, so it appears to be only two blips. Use the Driveby technique to tear up the trucks and shoot the gunners from the beds of their trucks. After dealing a fair amount of damage, the trucks will drop one weapon each. Once it's on the

around, ram the crate (if it sur-

vived the mayhem) and pick up the weapon, then find the next truck.







Description: Ram four gunrunner trucks into dropping their weapons cargo, then destroy the vehicles and their drivers.

Eliminate all the Runners Finish off all the occupants inside the trucks as you pick up each dropped weapon. If you don't, they'll just follow you around town as you chase the next target, causing you major trouble. You really don't need more thugs on your tail as you attack subsequent gunrunners.



Cool the Heat

If you get yourself a high Wanted Level or if the Patroit is taking a beating, take a break in the middle of the mission to hit a Pay 'n' Spray.





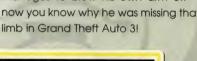
Phil's Place

Collect all four weapons from the four trucks and aet rid of the arms dealer to finish the mission and earn another \$2000.



BOOMSHINE SAIGON

Tommy visits an inebriated Phil, who manages to blow his own arm offnow you know why he was missing that limb in Grand Theft Auto 3!

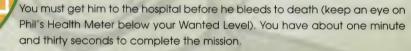




Payoff: \$4000

STARFISH IS

Description: Get Phil some medical attention quickly!



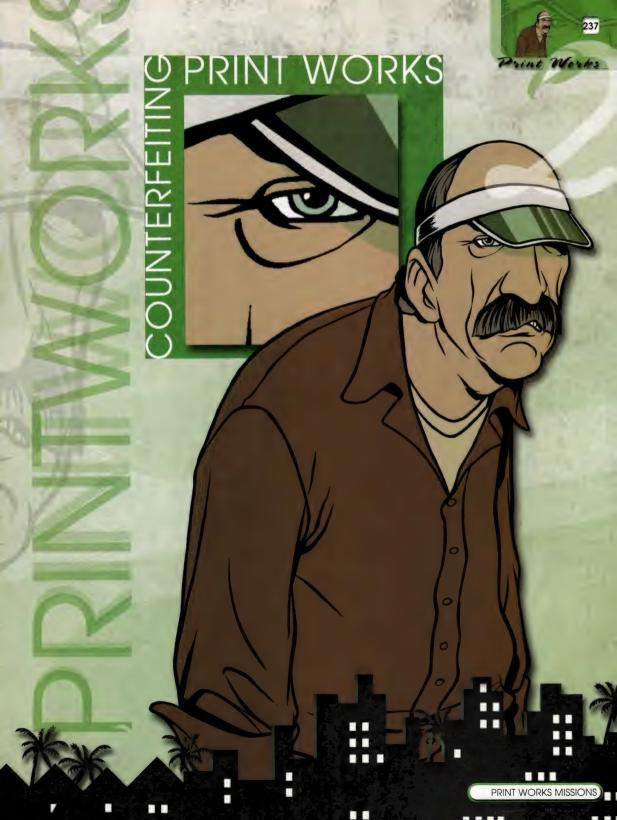
This task is complicated somewhat by the Boomshine that Tommy inhaled. so he's not going to do too well on the road. Steer very carefully. Your controls are hypersensitive, which can quickly lead to some massive oversteering.

When you finally reach the hospital, Phil protests. Too many cops, of course. He directs you to an ex-army surgeon down in Little Havana.

Follow the blip and drop Phil off with his shady primary care physician to finish the mission. You'll earn yourself \$4000, Phil's Place, and access to some very cool new weapons there. Phil, on the other hand, un-earns himself an arm.







Print Works Missions

SPILLING THE BEANS



Description: Extract some Information from a Shipping Officer at the docks.

Once you purchase the Print Works for \$70,000, the Print Works missions become available.

Your first job in the string of counterfeit money operations ultimately leads to a direct confrontation with the mob. For now, though, you've got matters of more immediate concern.



The old man who works at the Print Works says he could probably print up some decent counterfeit cash, but he needs a good set of plates to do it. Tommy heads off to talk with Kent Paul about finding just such a set. Hop into the Kaufman Cab outside the Print Works and hitch a ride to The Malibu. Once there, Tommy strikes up a conversation with Kent Paul and

mentions that the Triads deal with them.

Leave The Malibu and you're directed to the Chartered Libertine Lines boat at the docks in Viceport. Jack a car and head down to the docks, using the pink blip to guide you. There's a Shipping Officer that you need to speak with.

The guy you're looking for is up on the Chartered Libertine ship parked at the docks, but you'll be shot on sight, so be ready for a fire-fight when you board the boat. Use the Armor across the street from the ship if you aren't already prepared for flying lead.



Follow the blip on the radar to the north end of the ship and climb the stairs to the third level. The pink marker is in front of a guarded doorway. Enter it after eliminating the threat.







Extracting the info from the Shipping Officer gets you a two-star Wanted Level, and you need to get back to the Print Works in one piece. Use the Health power-up below the stairs you used to board the ship and replenish any lost health, then speed off to the Pay `n' Spray located south of your position to lose the Wanted Level. Follow the pink blip on the radar back to the Print Works and you'll earn \$2000 for your troubles.

HIT THE COURIER

Step two in your string of counterfeiting jobs requires you to intercept the courier with the plates. She'll arrive via helicopter at the docks.



- Payoff: \$5,000 (plus \$8,000 revenue from the Print Works)
- Pescription: Gun down the courier delivering the plates you need for counterfeiting.



Get down to the docks and wait just outside. When the courier lands, she'll get in a car and drive off. While waiting for the courier to enter her vehicle, use the sniper rifle to pick off as many of the lady assassins in the highly guarded shipyard from a vantage point just outside the gates. Start with the sniper on the rooftop—she can cause you some major hurt. Next, snipe the tires of the cars that the courier and the assassins will enter.



Intercept the courier's vehicle, defeat her, and retrieve the plates (yellow blip on the radar).

Get them back to the Print Works and you'll earn \$5000, plus the \$8000 revenue from the Print Works.



CAP THE COLLECTOR

When you show up at the Print Works, you discover that the old man has been roughed up by the Forelli's—Sonny Forelli, specifically. They know about the little criminal empire vou've established in Vice City, and they've come to collect.



Payoff: \$30,000 Description: Knock off three pairs of collectors before they put you out of business.



There are pink blips on the map representing all of your asset properties. The one red blip indicates the first wave of tax collectors. There are six collectors in all (two on each Sanchez), but the reinforcements arrive only after capping the first two. They begin taxing the boathouse. You probably

won't make it there in time to stop them from doing that, but

you catch them as they leave. Hit the bike with a car, and then run them over as they attempt to get back on it.

Hanging out at one property and waiting for them to arrive is a bad idea; these guvs are heavily armed and quick to tax. However, if you have a heavy weapon like a Rocket Launcher waiting for them, well... then that's a different story. The next target is Sunshine Autos. After that, they (or their replacements) will head for The Malibu. Continue to follow the red blip to track them down and play chicken

with them. If they tax all of your properties, you fail the mission. Cap all six collectors before they do this and you win.

Finishing them all off earns you a nice \$30,000—and it also unlocks the final mission!

Get your Assets Before you can access these final in Gear two missions, you must first complete several Property Asset missions. Skip ahead to page 68 for strategy on these jobs, then check out the mission tactics here to complete the Main Story.



KEEP YOUR FRIENDS CLOSE ...



Description: Defend your mansion from a final onslaught of mobsters.

Chair the Greeting Committee

Get a weapon you can aim with (there's a Python in the office's corner), then hang out behind your desk (or right around the corner inside the doorway) and blast thugs as they run up the stairs toward you. Standing at the doorway with an active flame-thrower works nicely, as well.



Robbery Warnings You'll receive warnings that the mob is after your money, and cash will be deducted from your total if you don't stop them. If you have enough money, let 'em take it, just as long as there's enough for you to finish off Lance, then return to the thieves in the office.

Enter the pink marker outside the front door of your Starfish Island mansion. Inside, you learn that the mob is coming, and they're not happy you killed their courier. Tommy sends Rosenberg to get some fake cash to pay off Sonny, and orders Lance to get the men.

Unfortunately, things don't turn out quite right. Lance has turned traitor, and he lets the mob know about your counterfeit operation. The mob pours in and assaults your mansion.

First, you've got to defend your safe. Protect it from the rush of goons.

Shortly afterward (once you waste 15 goons or so), Lance shows up outside the office near the upstairs hallway.

Shoot Lance and he'll run into the hallway. Chase him through the hallways and up the stairway to the roof, then get revenge on the disloyal back-stabber. Shooting him only makes him turn and run... until you reach the rooftop.











directly involve the main story. Various property missions are also available to you. You can go racing, flying, or leaping across Vice City, get in a demolition derby (not involving cabs), and all kinds of other goodies. Take a glance through this section to see what's out there, and enjoy these activities when you're in the mood for something different.

Many of the Odd Jobs reward you with a low cash payout at first. This amount increases each time you manage to beat the record (usually your own), so it is possible to pocket a good stack of green if you feel like playing one of these games for a while. The Odd Jobs must be completed to reach 100% completion of the game.

MAIN STORY MISSIONS





The Cherry Popper Ice Cream Mission

To unlock the Cherry Popper daily Asset, you must have 50 sales during one mission; this means not getting busted, wasted, or exiting the Mr. Whoopee truck. Try selling to a few customers and then relocating to another street to make a few more deals elsewhere. This will keep the cops at a distance until you've sold enough to complete the mission. There's also an abundance of "ice cream" hungry citizens in the Docks area of Viceport, which is close to the Pay 'n' Spray. Try to keep your Wanted Level below 2.

MAIN STORY MISSIONS

Purchase the Cherry Popper Ice Cream Factory in Little Havana for \$20,000 to open your own personal "ice cream" delivery service. Once the Distribution is complete, the Cherry Popper will generate \$3000 per day.

DISTRIBUTION

after you.

Use your ice cream truck (Mr. Whoopee) to distribute "treats" to the locals around town.

When you stop and turn on the music, all nearby junkies flock to your truck to get their fix. Unfortunately, the more you sell, the more the fuzz will get after you.

Keep selling and you'll wind up with the military on your tail—not a good thing. How much you earn depends on just how many sales you manage to rack up before bailing out from the heat. Keep in mind that some gangs don't like you pushing in their neighborhood, and will come

Money received for each transaction depends on where you sell the product.

DISTRICT	AMOUNT RECEIVED PER SELL
Airport	\$12
Starfish Island	\$18
Prawn Island	\$14
Little Havana	\$8
Little Haiti	\$8
All Others	\$10
	19478
Contract of the Contract of th	W ZA

ODD JOBS

Car Showroom Missions

Odd Oaks

VICE CITY STREET RACES

The Street Races are checkpoint competitions. You can compete in each race as many times as you wish to better your best time around the course. If you're in the mood for speed, then stop by your showroom, head down to the garages, and enter the pink marker near the Vice City wall map. This Street Race map also keeps track of your personal bests. Your competitors will drive a Stinger, Infernus, and a Cheetah in all six races.



Purchasing Sunshine Autos from BJ Purchasing Sunshine Autos from BJ Sunshine Autos from BJ Sunshine Autos from BJ Sunshine Autos from BJ Sunshine Autos Autobase Auto

RACE #1: TERMINAL VELOCITY

The first race is a 1.1-mile run with a \$400 reward. It costs \$100 to enter and takes place on the mainland, between Fort Baxter and the airport. Each time you win this race,





Street Race 1



RACE #2: OCEAN DRIVE

The second race is a 1.6-mile run along Ocean Beach. You'll earn \$2000 for completing this long, thin loop with a hairpin at each end. The entrance fee is \$500. Each time you win this





STARFISH ISLAN etiRace 3

RACE #3: BORDER RUN

This 2-mile race takes place in midtown on the mainland. It has a decent purse of \$4000 for the winner. The entrance fee is \$1000.

Each time you win the race, you'll receive \$4000.







RACE #4: CAPITAL CRUISE

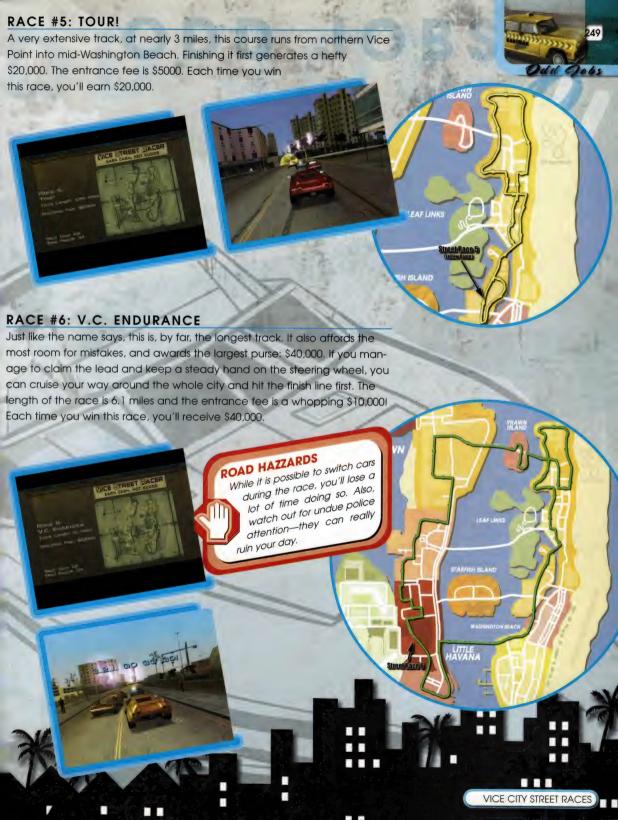
This lengthy race is 2.438 miles, stretching from the southernmost part of Ocean Beach all the way up to Washington Beach. Taking the gold will earn you a nice \$8000, which more than makes up for the \$2000 entrance fee. Each time you win this race, you'll receive \$8000.











All the Vice City races have one thing in common: the competitors can be taken out of the race before it even begins with a country well-placed Pooket Laurahar shalls. Disk up this powerful was a few the control of the race before it even begins that the laurahar shalls are placed to the control of the race before it even begins and the control of the race begins and the race be All the Vice City races have one thing in common: the competitors can be taken out of the race before it even begins with a couple well-placed Rocket Launcher shells. Pick up this powerful weapon from the pool behind the Hooker Hotel, with a couple well-placed Rocket Launcher shells. Pick up this starting line than shell the national than the shell the national trial trial than the shell the national trial with a couple well-placed Rocket Launcher shells. Pick up this powerful weapon from the pool behind the Hooker Hotel, which is just a quick drive from the Showroom. Bring it to the starting line, then shell the pavement between two of the sports which is just a quick drive from the Showroom. Bring it to the starting line, then shell the race let him have it with all the care without touching any of the apparents' vehicles. When the third car tries to begin the race let him have it without touching any of the apparents' vehicles. which is just a quick drive from the Showroom. Bring it to the starting line, then shell the pavement between two of the sports with a quick drive from the Showroom. Bring it to the starting line, then shell the pavement between two of the sports of the pavement between two of the sports with all the characteristic with a vehicle as slow as the Equal to the pavement between two of the sports of the pavement between two of the sports of the sports of the pavement between two of the sports cars withour touching any of the opponents vehicles, when the finite car tries to begin the race, the cars without touching any of the opponents vehicles, which a vehicle as slow as the Faggio! competitors out of the picture, you can hit the checkpoints with a vehicle as slow as the Faggio!

STOLEN CARS

Once you own the Car Showroom, head down to the lower garages behind the building and you'll find a list of cars on the wall near a single garage (near the Street Race Map). The first list requires a certain type of stolen vehicle. Once that list is complete, your prize vehicle appears inside the showroom. A second list then appears on the wall, and so on, until all four lists are complete. The following list details the cars needed for each list, and which vehicle is unlocked after fulfilling the requests.

Sunstilling All Con





RC Missions



Several Top Fun vans are scattered around town, and each one accesses a different type of RC mission. There's a car, a helicopter, and a plane checkpoint race. You'll earn \$100 for completing these missions, and \$100 more if you beat your own time.

Selt Destruct
Butten
The Right Thumbstick Button
The Right Thumbstick
The Right Thumbs

RC BANDIT CHECKPOINT RACE

A lonely Top Fun van is parked on the beach. Hop in for some RC car action on the sandy track. You must complete two laps around the track and finish in first place to win. Don't hesitate to skip over a section of the track if you can, but avoid over-steering on the loose surface.

Finishing first earns you \$100. Okay, so it's not a huge cash outlay, but it was still fun, right?

Cornering is Key

Tapping on the Handbrake in all sharp turns is critical to all sharp turns the course in completing the course the least amount of time.





There's another Toy Fun van on the top floor of the large carpark next to the North Point Mall in Vice Point. This one gives you control of the RC Baron, a tiny bi-plane. Three other mini bi-planes compete with you for domination of the single lap checkpoint course. Watch out for stoplights and trees while flying low to the ground and you should finish first, but don't miss any checkpoints on the way. When flying the RC bi-planes, do not release the Right Trigger (Gas) or you'll dive, and recovery is difficult. To dive, click on the Left Trigger.

As before, you'll earn \$100 for finishing first.



RC RAIDER CHECKPOINT PICKUP

Go to the airport to find the last isolated Top Fun van. This one gives you control of the RC Raider, a mini helicopter. Your objective is a bit different this time. You must pass through 20 checkpoints scattered around the airport. The difficulty comes from the fragility of your craft. Delicately maneuver into the tight spaces, or you'll bang up the tiny helicopter and destroy it before you can finish.

As you pass through one checkpoint, the pink blip on the radar directs you to the next. The final checkpoint is the toughest one to find. It's tucked away between shipping containers, under the shelter near the Top Fun van. No need to go under the shelter, just head to the south side of it and drop down near the blue container to pick up the final checkpoint. You'll get another \$100

for finishing in time.

TEST TRACK

A second Dirt Track is located along the northern

coast of the mainland. Here you have a choice of Dirt Bike action with the Sanchez, or some solid 4x4 driving in the Landstalker. The object is to romp over the track and hit all the checkpoints. Each time you complete two laps of the track, you earn some money. Beat your previous time and chalk up even more cash.



LANDSTALKER (4X4) TEST TRACK

Use your stability to go up and over the terrain and reach the checkpoints. You won't be able to manage much speed, but given that you are only competing against yourself, this isn't much of a problem. Be careful on the rugged turns, as the Landstalker is top-heavy and may tip

over—this is largest challenge to overcome

Use the Handbrake in the sharp turns to keep slow-downs to a minimum from normal braking. You will receive \$100 x the number of successful attempts on this course.





SANCHEZ (DIRT BIKE) TRIAL BY DIRT

You'll have a lot more speed with the Sanchez bike, but at the expense of the stability enjoyed in the 4x4. You must actually follow the track and watch out for the obstacles on the course.

Rain is guaranteed to fall on this course just after beginning the challenge. The slippery ground isn't your only distraction, however, once armed thugs on dirt bikes enter the picture. Pack an Uzi for this challenge and shoot the thugs before they knock you off the bike. Falling from the Sanchez may cause you to fail the challenge if you can't get back on in time.

You may even end up in the hospital if you

don't draw first blood. You will receive \$100 x the num-

Der of successful attempts on this course.





arena Missions

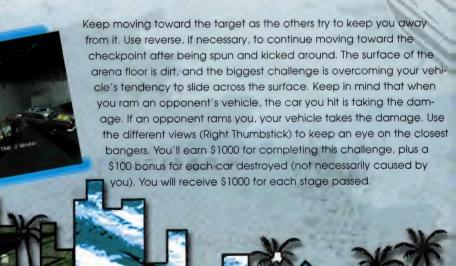
MAIN STORY MISSIONS

Located northwest of Downtown mainland, the Hyman Memorial Stadium opens every evening at 8:00 (21:00) and features three different types of Stadium motor sports. Only one particular event is featured each day. One day it's the Bloodring, the next it's Dirtring, and the third day it's the Hotring. These events continue back-to-back throughout the entire week. Glance up at the banner above the doors to see which event is being featured that night. Head up the large set of stairs to the main entrance, wait for the doors to open at 21:00, and then enter to get the fun started!

BLOODRING

Drive through the checkpoints that appear, one after the other, around the arena to increase your overall time. You will fail if your overall time reaches zero. Get your overall time above the target time to win. The first target time is one minute.





ODD JOBS

DIRTRING

In the Dirtring, you are given a Sanchez (Dirt Bike) to complete the course by passing through all the checkpoints. If you want to leave the stadium, get off the bike and enter the pink marker. There are 32 checkpoints to hit and it's no easy task to get some of them, even with unlimited time.

The tougher checkpoints are on top of thin, broken walls or beyond a narrow wooden plank. Make sure to line yourself up perfectly with the narrow edge, then do not adjust your steering once you're on that surface. More speed usually helps in these challenges, enabling you to sail through distant checkpoints.

The toughest checkpoint on the Dirt Bike requires you to do a perfectly-timed wheelie through it; you cannot simply ride through it with both tires on the ground.

You receive \$50,000 each time you complete the Dirtring challenge in less than five minutes, \$10,000 for each time you pass it in less than ten minutes, or \$5000 for each time the mission is passed in over ten minutes.







The Hotring is a Nascar-style race where demolition is encouraged (as if it's not in Nascar). The race lasts for 12 laps. Only first, second, and third place qualify for winnings. If your car is destroyed, you will be disqualified. When your car is damaged, you can get it repaired at the pit stop, but you risk losing the lead. If you want out of the challenge, exit your vehicle and enter door near the starting position. Drive-by shooting is still an option for getting ahead of the competition. Avoid other cars as much as possible to keep your health up for the duration of the race, and ignore pit stops to maintain your lead. You receive \$5000 for each time you finish first, \$1500 for second place, and \$500 for third.



Cone Crazy

A test of your driving finesse, this mission requires you to hit five checkpoints in any order. The timer starts counting down when you hit the first checkpoint.

The catch is, you can't touch a single cone or you'll fail the mission. Drive carefully—each cone gives you just 12 seconds on the clock. You get \$200 for completing this mission the first time. This total doubles each subsequent time you complete the challenge.

The trick is to reach the two Checkpoint markers on the Unique Jump ramp on the southwest corner of the rooftop first. Just drive up the ramp and turn sharply into the second checkpoint on your way down the other

side of the ramp without hitting the cones up there. This will give you a quick extra 24 seconds. This is enough time to reach the east checkpoint, the

middle checkpoint, and then finally the one

near the starting position.







Pizza Delivery

Hop on the pizza bike to trigger this mini game. You must deliver your load of pizzas before the time expires. You can throw a pizza to the customer by doing a drive-by. Unload all the pizzas in time, or else a rival pizza place will get the order. When you need some more pizzas, return to the pizza store and restock.

150 MAX HEALTH
Complete Level 10 to unlock
Max Health of 150hp. Each
time you pick up a Health
lcon. it will fill your
health to a maximum

Each time you make a delivery, the number of pizzas you must deliver increases. You'll start out with six pizzas, and only a single order (so you can miss a few). However, if you do that in time and return for more orders, you must then make two deliveries with six pizzas, then three with six, four with six, and so on. Your margin for error shrinks with every successful delivery—and the five-minute time limit remains the same each time. You receive \$10 for each pizza delivered and \$5000 for completion of the



Hop in any taxi and press the X Button to begin the Taxi Driver job. Pick up a fare, follow the radar blip to the fare's destination, drop 'em off, and then collect some coinage. Deliver them quickly to get speed bonuses! However, don't drive too recklessly or the fare will bail. Also, if your ride is too much of a wreck, the fare will not even enter the vehicle. The amount received from these missions is proportional to the distance covered and the amount of time it took to get there.



PARAMEDIC, VIGILANTE, AND FIRE TRUCK MISSION JOB REWARDS

	Level 1:	\$50	Level 7:	\$2450
	Level 2:	\$200	Level 8:	\$3200
	Level 3:	\$450	Level 9:	\$4050
-	Level 4:	\$800	Level 10:	\$5000
	Level 5:	\$1250	Level 11:	\$6050
	Level 6:	\$1800	Level 12:	\$7200

BOOST UNLOCK

Deliver 100 fares to unlock the Boostl Once you have a fair of acceleration, "Boost" allows all cab-type amount vehicles to perform a hydraulic jump by pressing the L3 Button.

Kaufman Coffin Kaufman Cabs roll over so easily, even with just a moderate amount of speed and normal turning, that you should consider using the Taxi and not the Kaufman Cab when attempting Driver job.

Paramedic

Hop in an ambulance to trigger this mission type whenever you want—just press the X Button.

You'll receive a call for an ambulance at a specified location. You must then get there in time and deliver the patient (intact) to a hospital to complete one run.

The longer you can maintain a streak, the tougher it gets—more patients need to be picked up—and the higher the paramedic level you can each.

INFINITE SPRINT

Reach, and complete, Level 12 of the Paramedic Mission to unlock Infinite Sprint, As with GTA III. this allows Tommy to continue to run nonstop without becoming winded.



Vigilante

Hop in a law enforcement vehicle to trigger the Vigilante missions (check out our Vehicle Showroom in the Welcome to Vice City section of this guide for a complete list of Vigilante vehicles). You'll receive a target and a time limit. Track down the target and destroy it to complete a single run.

Quick Change

Quick Change

You can hop out of your

You can hop out of

150 ARMOR
Reach, and complete, Level 12
of the Vigilante Mission to
unlock 150 Armot. This

increases your Body Armor max to 150, All Armor power-ups will put you at 150 Every target you eliminate gives you more time on the clock, so you can continue for quite some time if you keep your car in one piece. The longer you stay on the job, the higher your Vigilante level. The higher the level, the more criminals there are to track down (vehicle numbers increase, as well as the number of criminals in those vehicles).

BROWN THUNDER

Collect all 100 Hidden Packages and claim the secret vehicle from the Air Base. When you find it (you can't miss it), press the X Button to begin the Vigilante mission, "Brown Thunder." Not only is this mission a blast, but you may also find it easier to reach Level 12 in this secret vehicle than running around on the ground with an automobile.

Fire Truck

FIREPROOF
Reach, and complete, Level 12
of the Fire Truck Mission to
unlock Fireproof. This allows
you to run through fire
without taking damage!

Grab the Fire Truck from the Downtown station, or just start your own fire somewhere and jack one of these big red trucks, then press the X Button to begin the Fire Fighter mission. Press the Left Thumbstick to use the siren and some cars will get out of your way. Cruise around and, before long, car fires will begin to appear on the radar. Use the ??? to spray from the front of the truck, and use the gas and reverse buttons to aim the water onto the burning cars. When the occupants escape (after squirting the vehicle), douse them to complete the level. Higher levels bring more cars and more burning people that run from them.





PCQ Playground

Collect 24 checkpoints in the two-minute time limit, which starts when you hit the first checkpoint.

It's pretty simple, except that you're on a PCJ 600—and many of the checkpoints are on top of buildings!

Maintain careful control of your bike through the

jumps and between the narrow alleys to finish in time. You'll get a cool \$1000 for completing the race. Beat your time on your next attempt to receive another \$1000, and so on.





Chopper Checkpoint Races

Four helicopters are scattered throughout Vice City and within your reach. Enter one to trigger a checkpoint mission over the city. As with the RC races, you are competing against your own best time. You'll receive \$100 each time you play and successfully pass each mission.

To move forward in a helicopter, you must first give it some gas and a little altitude. If you continue to press up all the way, you will point the nose of the Sparrow at a dangerous angle and eventually hit the ground. Pressing slightly forward gives you safe (albeit slow) and even forward movement. Continue to hold the Right Trigger or you'll lose lift. If you want to go faster, bring the nose down, but make sure to also let up occasionally to climb. Use the rudder blade to turn the bird around and face the other direction. Backward is not an effective direction of flight in any kind of aircraft.



OCEAN BEACH CHOPPER CHECKPOINT

This Sparrow is located on a pink rooftop—the same building where you end the PCJ Playground challenge. Jump in to begin the Ocean Beach Chopper Checkpoint challenge. The key to victory is avoiding buildings, trees, and other solid objects. Keep your chopper healthy while securing checkpoints to maintain sufficient altitude, and use the Left Trigger to descend onto the checkpoint (in tight areas) while hovering above it. Use the blips on the radar to find all the checkpoints and



LITTLE HAITI CHOPPER CHECKPOINT

The Little Haiti Chopper Checkpoint challenge is located on a rooftop in Little Haiti (just beyond a Police Bribe and Unique Jump alley ramp). Enter the Sparrow and fly around Little Haiti, picking up the 22 checkpoints. This challenge is not as tough as the others—most of the checkpoints are in the open and do not require any fancy



VICE POINT CHOPPER CHECKPOINT

The Sparrow that initiates the Vice Point Chopper Checkpoint challenge is located in a backyard of a quaint little neighborhood. The first four checkpoints you go through will have you dodging one palm

tree after another. After that, however, it gets easier. You'll fly around the North Point Mall and head back toward town. There are only 17 checkpoints in this challenge, but the obstacles more than make up for that. Collect \$100 the first time through, and then try to beat your time and see how you do.

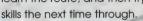
WELCOME MAIN STORY MISSIONS

maneuvers.

ODD JOBS BONUS STUFF

DOWNTOWN CHOPPER CHECKPOINT

This Sparrow is Downtown on the first building you drive onto in the "G-Spotlight" mission. Enter it to begin the Downtown Chopper Checkpoint. This challenge takes you low—along the street of the Downtown area, under the V.A.J Finance building, and through the building you jump through in the "G-Spotlight" mission. There are 28 checkpoints—most are located just above the narrow streets, in between buildings. It may be difficult to keep your blades off buildings and your helicopter in good enough condition to complete the challenge. Luckily, you are only racing against your own best time, so take it easy, learn the route, and then try to improve your









Shooting Range

Return to the Downtown Ammu-Nation after completing "The Shootist" mission to compete in a shooting competition that takes place in the back of the store.

Hit as many targets as you can in the time limit. When you run out of time or ammunition, the round is over. If you leave the shooting range during the competition, you will fail the mission. Use the same tactics used to beat "The Shootist" mission—it's the exact same challenge. You will receive \$500 each time you pass this mission.

Score higher than 45 to unlock FAST LOAD the Fast Load ability. This takes away the loading animation between magazines. The speeds Rocket Launcher is greatly improved by Fast Load.







RAMPAGES

This chapter is your ticket to finding and completing all 35 Rampages hidden throughout Vice City. These challenges must be performed during specific missions; in fact, the skull icon will not appear while doing another job. Make sure you're at full health and have full body armor before attempting a Rampage. You earn \$50 for completing the first one, and the payoff increases in \$50 increments with each successive Rampage.

square icons represent square icons represent locations on the ground locations on the ground level. Triangle icons identify the ones above Tommy's the ones above Tommy's head. These higher locations may require stair climbing, roof jump-require stair climbing, or flight via ing, motorcycle jumps, or flight via ing, motorcycle jumps, or flight helicopter or plane to reach them.

The Beach

OCEAN BEACH ..

DISTRICT: Viceport/Ocean Beach
LOCATION: On dilapidated dock in the water.

RAMPAGE: Destroy 10 vehicles in 2 minutes.

WEAPON: Rocket Launcher







Stand on the stairs where the Rampage is found and destroy the boats as they appear. Lines of boats appear to the northeast and in another position due east. Once you've destroyed a boat in one location (and if you don't see another), turn and look toward the second spawn location. The boats appear at an equal distance away from you in both locations, so once you have your weapon set, you need only move your weapon to the left and right to maintain your sight on the boats. Fire as often as you like, the shells are unlimited.

DISTRICT: Ocean Beach

LOCATION: In bushes near the water to the south,

where the walkway to the lighthouse branches from the street.

RAMPAGE: Kill 30 gang members in 2 minutes.

WEAPON: Molotov Cocktails

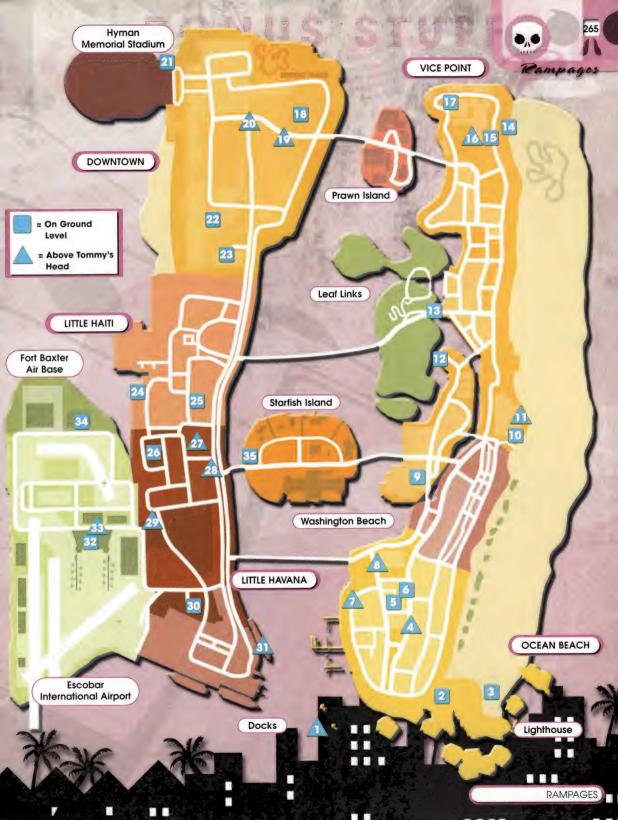




2

Throw Molotovs at the groups of denim-clad gang member wannabes walking along the lighthouse trail—they're wearing white T-shirts. Avoid getting too close to the groups or you'll burn yourself with short lobs.





DISTRICT: Ocean Beach
LOCATION: On the beach

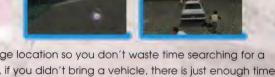
On the beach near the shoreline, just

north of the lighthouse.

RAMPAGE: Run over and kill 30 gang members

in 2 minutes.

WEAPON: Vehicle of your choice



It's a good idea to drive a vehicle up to this Rampage location so you don't waste time searching for a car to jack while the clock is ticking away. However, if you didn't bring a vehicle, there is just enough time to run to the street to the west, jack a car, and begin plowing down Diaz's boys that gather along the lighthouse trail.

DISTRICT:	Ocean Beach
LOCATION:	On the top corner of the two-story building connected to the vine-covered carpark.
RAMPAGE:	Kill 25 gang members in 2 minutes.
WEAPON:	Vehicle of your choice





Stand on the very edge of the roof, then use the Left Trigger to enter the scope mode and the Y and A Buttons to zoom in and out. Look up and down the sidewalks below and start capping all the gang members wearing white T-shirts. Standing on the edge of the rooftop allows you to see and shoot the gang members standing on the sidewalk directly below you.

DISTRICT:	Ocean Beach
LOCATION:	Near the fence and under a palm tree in the backyard of a congested neighborhood.
RAMPAGE:	Kill 10 gang members in 2 minutes.
WEAPON:	Katana





Run out to the closest street, then stand in the middle of a gang and start swinging. Keep moving to avoid the gang's bullets. Running by them while swinging is much better than standing and picking a fight with one gang member at a time. If you get too close to the opponent, Tommy fights with his arms and legs instead of the Katana.

4		
	DISTRICT:	Ocean Beach
	LOCATION:	Behind the concrete fence of the east pink apartment tower (the OakDale Tolet).
	RAMPAGE:	Kill 20 gang members in 2 minutes.
	WEAPON:	Chainsaw





Run out onto the street and search for the groups of gang members. The best attack strategy is to run through the gang gatherings while holding down the Right Trigger; this ensures the chainsaw cuts anyone it touches. You run slowly while this weapon is equipped and there's no way to put it away during this challenge, so keep moving to avoid the gang's bullets—no matter how slow you may be running. Run back and forth on the street and you'll find plenty of gang members in huddles.



DISTRICT: Ocean Beach

LOCATION: On the east side of the Ocean View

Medical R&D building.

RAMPAGE: Kill 25 gang members in 2 minutes.

WEAPON: M4

Remain on the grassy ledge where you find the Rampage and approach the edge overlooking the street. Use the Left Trigger to activate the first-person aiming view, then begin picking off the Haitians





(they're wearing blue and white clothing). When the area is clear, or you cannot hit the Haitians on the sidewalk directly below you, jump down and start spraying the masses.

DISTRICT:	Ocean Beach
LOCATION:	Near Unique Stunt jump on the rooftop of the Washington Mall.
RAMPAGE:	Kill 25 gang members in 2 minutes.
WEAPON:	Chromed Shotgun





Jump over the ledge of the mall's rooftop parking lot and into the pond on the ground floor of the mall. This is a great place to do your deadly work. Gang members are all around and not many of them make it over the lip of the pond. Crouch down and start blowing away all the thugs. When you've exhausted the area of gang members, head up the escalator and clear the second floor of the mall rats. If you run out of targets again, head back downstairs and more gang members will show up.

WASHINGTON BEACH ...

DISTRICT:	Washington Beach
LOCATION:	Behind the orange half wall of the pool house at Hotel Foyet, near Bunch of Tools.
RAMPAGE:	Kill 25 gang members in 2 minutes.
WEAPON:	MP5





Head east toward the large street near Bunch of Tools, then crouch and shoot into the mob of gang members. Get up and move around to find more groups of thugs. Be sure to shoot the gang members that are shooting at you before concentrating your attack on the less threatening variety. Keep a steady stream of bullets sweeping through the gang.





DISTRICT: Washington Beach

LOCATION: In the bushes behind the Standing Vice Point Hotel, on the same side of the building as the pool and Rampage #11.

RAMPAGE: Kill 30 gang members in 2 minutes.

Spaz 12 Shotgun





After passing through the Rampage icon, turn and head south around the building, then start targeting the gang members from behind the half wall along the beach walkway. Head west toward the main street when you've exhausted the gang supply to cause some more mayhem there. With the Spaz Shotgun, no one will likely get near you, so this mission should be accomplished quickly.

VICE POINT

WEAPON:



DISTRICT: Vice Point

LOCATION: Behind hotel in the middle of the island, on top of the highest

diving board.

RAMPAGE: Kill 30 gang members in 2 minutes.

WEAPON: Spaz 12 Shotgun





Remain on the diving board and look down toward the hotel for the gang members with the white T-shirts. Use the Left Trigger to enter the scope view and press the Y and A Buttons to zoom in and out as you pick them off one by one.

12

DISTRICT:	Vice Point
LOCATION:	On the grass at the end of the cul-de-sac.
RAMPAGE:	Drive-by and waste 35 gang members in 2 minutes.
WEAPON:	Ingram Mac 10





Drive a durable vehicle to this Rampage location. This drive-by mission isn't too terribly difficult—there are plenty of Rising Sun T-shirts to shoot on the roundabout. When the gangs thin out, take to the nearby streets and search for more targets. Your biggest challenge will be trying not to alert the police too early in the challenge. If they show up when you're one-third of the way through, you'll be able to mow them down and continue on your primary targets. Your Wanted Level goes back down when you've completed the mission.



LOCATION: On the dock near the bridge behind

Mercedes' house.

RAMPAGE: Kill 20 gang members in 2 minutes.

WEAPON: Chainsaw

Run back up the dock (as fast as you can with the heavy chainsaw), then climb the grassy knoll and enter the street near the bridge. Look for the first group of gang members, then hold down the Right Trigger





and let 'er rip. Try to keep moving to avoid their attacks. Keep your thumb on the Right Triager to avoid the need to press it twice when someone is on the ground at your feet—the lengthy chainsaw massacre move could cost you your life because you're so vulnerable when standing still.

DISTRICT:		Vice Point
LOCATION:	1800 1800 1800 1800 1800 1800 1800 1800	On North Beach, north of the Dirtbike track next to the seawall.
RAMPAGE:		Kill 25 gang members in 2 minutes.
WEARON:		Python





Head for the street in front of North Point Mall and start shooting the many gang members. The quickest way to knock them off and avoid conflict is to press the Left Trigger to target, hold the Right Trigger to fire.

DISTRICT:	Vice Point	
LOCATION:		beside the southeast North Point Mall.
RAMPAGE:	Kill 35 gang	members in 2 minutes.
WEAPON:	M4	





Remain in the Rampage location area and just start mowing down the gang members—there are plenty in this area. Use the aiming feature on your weapon—it helps keep you out of fistfights when the thugs get close.

DISTRICT:	Vice Point
LOCATION:	Inside the North Point Mall, in a planter near the Vinyl Countdown (a spoof on Europe's song).
RAMPAGE:	Kill 35 gang members in 2 minutes.
WEAPON:	Rocket Launcher







Use the Rocket Launcher to eliminate groups of gang members around the mall. Once the top floor seems clear, head downstairs and continue your rampage. Keeping your distance from gang members is key to completing this mission.





DISTRICT: Vice Point

LOCATION: Behind a building near the oar park.

RAMPAGE: Drive-by and waste 30 gang members

in 2 minutes.

WEAPON: Uzi and the vehicle of your choice





Jack any vehicle in the street, then drive around the immediate area and spray the sidewalk-cruisin' gang members. If they approach your door, shoot 'em!

The Mainland

DOWNTOWN ...



DISTRICT: Downtown

LOCATION: In the V.A.J building's center courtyard, near a door behind the funky sculpture.

RAMPAGE: Kill 30 gang members in 2 minutes.

WEAPON: Minigun





As soon as you grab the Rampage, sprint toward the street to the north and unload on all the gang members. This is a very powerful weapon, so avoid standing anywhere close to cars that may get caught in your spray of bullets—the explosion will cause major hurt. The toughest part of this mission is keeping your head. Shooting a cop attracts more heat and makes the mission even tougher. However, the Wanted Level goes away upon completion of the mission. Keep turning from left to right to make sure gang members aren't sneaking up on you. You really don't need a fistfight, as it invites the others you've enraged to attack. This battle is loads of fun!



DISTRICT:	Downtown
LOCATION:	On the stairs of the large, white apartment buildings south of the V.A.J finance building.
RAMPAGE:	Kill 40 gang members in 2 minutes.
WEAPON.	Molotoy Cocktails





Simply run out to the nearest street and start chucking bottles of gasoline into the crowd. Run up and down the street to find more groups of gang members. Remember, the throw button is analog, so the longer and harder you press it, the farther the toss. Don't drop the Molotov too close to where you're standing or *you'll* be the one that needs a doctor!



Jump down from the stairs, then run around the street in front of Ammu-Nation popping all the gang members you see. Implement the targeting tactics used in previous Rampages.







,	DISTRICT:	Downtown
	LOCATION:	To the right of the stadium, near the helipad docks.
	RAMPAGE:	Kill 30 gang members in 2 minutes.
	WEAPON:	Flame-thrower





Waste the groups that gather near the Rampage. After toasting all the gang members in this area, head toward the stadium stairs to attack the mobs that congregate against the wall below the stairs. Return to the Rampage location and you'll find more gang members. Continue these rounds to char 30 thugs in less than two minutes.

Ph.	DISTRICT:	Downtown	
	LOCATION:	In an alley behind the buildings beside the Pizza Restaurant.	
	RAMPAGE:	Drive-by and waste 35 gang members in 2 minutes.	
	WEAPON:	Ingram Mac 10	





Run out into the street in front of the Pizza place, grab a car (unless you have one already), and drive down the local streets. Finding enough gang members to plug will be no problem, just don't let them yank you out of your vehicle!

DISTRICT:	Downtown
LOCATION:	Behind the Moist Palms Hotel.
RAMPAGE:	Kill 30 gang members in 2 minutes.
WEAPON:	M60





Head for the closest street, then use the weapon's sight mode and shoot into the crowd of bikers. When the ambulance arrives, avoid shooting the paramedics. These guys heal the fallen gang members, giving you another chance to kill the same victims, and improving your hit count.



LITTLE HAITI

DISTRICT: Little Haiti

LOCATION: Behind a scummy one-story building

(Vice City Port Authority bldg.) on the cobbled area near the water and the

small red bridge.

RAMPAGE: Kill 35 gang members in 2 minutes.

WEAPON: Spaz 12 Shotgun

Run into the heart of Little Haiti and waste all the Haitian gang members (they wear all sorts of colors, but mostly blue and white). There are plenty of targets, so this Rampage should go off without a hitch.

DISTRICT: Little Haiti

LOCATION: In an alley behind the buildings beside the Pizza Restaurant.

RAMPAGE: Kill 30 gang members in 2 minutes.

WEAPON: Tec9





Head out to the nearest street where you'll find hordes of Haitians (blue and white clothing). Crouch and shoot into the crowds. When shooting the gang members, sporadically let up on the fire button, and then press it again to improve the accuracy of the shots. The longer you hold down on the fire button, the less accurate your aim becomes. Letting up on the button and then pressing it again lets loose the betteraimed bullets. Wasting 35 thugs is a cinch with this weapon.

LITTLE HAVANA ...

DISTRICT: Little Havana

LOCATION: In the fenced-in basketball court.

RAMPAGE: Kill 25 gang members in 2 minutes.

WEAPON: Chromed Shotgun





Head for the streets and press the Left Trigger to target the gang members. Hold down on Left Trigger and the Right Trigger while switching targets and firing. The Spaz has an incredible range and you can practically remain in one place while panning around and blasting victims. Crouch down for better accuracy and improved odds of missing enemy bullets. If you shoot a distant target, make sure to check on him a little later—he may have gotten back up for more.







273

Pammaga

DISTRICT: Little Havana

LOCATION: In the corner of a loading bay behind the VC Bank (tall blue-and-white building), near red-roofed buildings.

RAMPAGE: Kill 20 gang members in 2 minutes.

WEAPON: Katana

Grab the Rampage and hit the nearest street. There are loads of Cubans in the area, so finding enough to run through is not the problem—in fact, their ubiquity is





the problem. Once you attack a group of gang members, you've just thrown the proverbial rock at the hornet's nest. Keep moving! You can run with the Katana in hand. Hold the Right Trigger to put the Katana in a permanent ready position. Release the Right Trigger and Tommy will bring the blade down. This Rampage is difficult—slashing an opponent down to the ground does not always mean he is dead. Only decapitating or running through brings an opponent down with one hit. Avoid getting caught up in large groups, and don't stand too close to anyone. You have a sword, so use it!

DISTRICT:	Little Havana
LOCATION:	On top of the lower rooftop of the West Haven Community Healthcare Center.
RAMPAGE:	Gun down 20 gang members in 2 minutes.
WEAPON:	Sniper Rifle





28

This is one of the tougher Rampage challenges. Two minutes is not much time to kill the required number of gang members this time. Remain on the rooftop as long as possible (until you've wasted all the gang members you can see) to avoid police attention, then jump down and patrol the sidewalk to find more targets. Continue to shoot gang members from a distance to avoid up-close confrontation. Watch the bridge across the road—gang members approach from there. Allow the paramedics to heal the dead so you'll have more targets.

DISTRICT: Little Havana	
DISTRICT.	
LOCATION: On the rooftop of the building red awning (this is also a Hidde Package location).	
RAMPAGE: Kill 20 gang members in 2 min	utes.
WEAPON: Ruger	





Stay on the rooftop where you find the Rampage and approach the edge of the roof overlooking the street below. Take aim at the many Haitians on the sidewalks below. There's no need to hop down to ground level and search for possible victims; plenty of gang members appear while at your perch on the rooftop.



VICEPORT ...

DISTRICT: Escobar International
LOCATION: Behind Hooker Inn, among the bushes.
RAMPAGE: Kill 35 gang members in 2 minutes.
WEAPON: Grenades





Run into the street in front of the Hooker Inn and begin lobbing grenades into the mobs of gang members. If you're having trouble putting just the right amount of strength into the toss, try running up to the crowd, tapping on the Right Trigger to drop a grenade, and then quickly running away. You can sprint at full speed when holding grenades, and there's enough time to escape the concussion after dropping a bomb.



DISTRICT:	Viceport/The Docks
LOCATION:	On the east ship at the docks. The Rampage is behind the thick white mast in the middle of the ship.
RAMPAGE:	Destroy 15 vehicles in 2 minutes.
WEAPON:	Rocket Launcher





Approach the closest boarding ramp, but remain on the ship (this makes it more difficult for the angry mobs to reach you). From this vantage point, shoot the vehicles that come and go from the docks. Shoot into crowds to bring ambulances and police, then destroy their vehicles, too.

ESCOBAR INTERNATIONAL ...

32

	DISTRICT: Escobar International	
-	LOCATION:	On the ground floor of the airport, behind the check-in desks (walk along the windowed wall).
	RAMPAGE:	Kill 25 gang members in 2 minutes.
	WEAPON:	Spaz 12 Shotgun





Run into the main terminal and waste the Haitians, then head for the other side of the terminal—there aren't enough gang members to stay in one area. If you clear the lower floor, head up the escalators to find groups of Haitians gathered around the railings overlooking the first floor. Luckily, there's no police interference, because they're so slow to arrive and actually enter the terminal.





DISTRICT: Escobar International LOCATION: On the rooftop of the of the Escobar

International Terminal.

RAMPAGE: Destroy 15 vehicles in 2 minutes.

WEAPON: Rocket Launcher

Remain on the rooftop of the Terminal and begin firing shells at traffic. Shoot crowds of people so the police and ambulances arrive (they bring more vehicles to the airport). When the traffic ceases, head across the





rooftop toward the busy intersection to the east to destroy cabs and other travelers.

DISTRICT:	Escobar International
LOCATION:	Behind some bushes near the
	northernmost road on the airport
	peninsula, east of Fort Baxter.
RAMPAGE:	Destroy 20 vehicles in 2 minutes
WEAPON:	Minigun





The tough thing about this mission is that the closest road is the only road—since there's not enough time to lug your heavy weapon to another one. Make sure you perform this mission in the daytime when there are plenty of vehicles traveling on this road. The only way to get enough vehicles to arrive during the time allotted is to shoot the people around and start attacking ambulances and police cars. Moving a little further up and down the street also helps generate traffic.

STARFISH ISLAND

DISTRICT:	Starfish Island
LOCATION:	In the driveway of the westernmost house on Starfish Island, north of the bridge.
RAMPAGE:	Run over and kill 35 gang members in 2 minutes.
WEAPON:	Vehicle of your choice





Walk over the hedges of this house to get access the Rampage. Head into the street and jack a car, or enter the one you arrived in, and begin running over the many Haltians on the sidewalks. The faster you drive, the more likely your victims will die on impact; otherwise, you may need to back over them when they get back up.



UNIQUE UNIQUE STUNT JUMPS STUNT JUMPS Square icons represent locasquare icons represent locasquare icons represent level.

Find the following location numbers on the Unique Stunt Jump map (see next page).

Speed is the key to all unique jumps—the Unique Stunt is awarded only when the aerial cinematic is triggered. Use high-end sports cars to conquer these jumps. When space is limited to build up speed before the jump, use the PCJ 600.

Map Jeons
Square icons represent locasquare icons represent locations on the ground level.
tions on the ground level.
Triangle icons identify the
Triangle icons identify the
ones above Tommy's head.

The Mainland



LITTLE HAITI

eter

Jump from the ramp on top of the hospital to the roof of the Secondhand Circuitry building across the street. (This jump is performed in the "G-Spotlight" mission.)



- Jump the large set of stairs and land on top of the Ammu-Nation building
 (This jump is performed in the "Hog Tied" mission.)
- Last jump from high-rise to spotlight rooftop. (This jump is performed in the "G-Spotlight" mission.)



Smash through the glass in a PCJ 600 and land in the hollow area in the building across the street. (This jump is performed in the "G-Spotlight" mission.)





LITTLE HAITI

- Use alley ramp to jump storage containers, through a Police Bribe and onto Riverside Pavillion rooftop where you can access a helicopter challenge. —
- Jump the wooden ramp on the crate in the grassy alley, then soar above the old school bus and over the adjacent house.
- Jump the wooden ramp through the Police Bribe and fly over the drainage channel. —







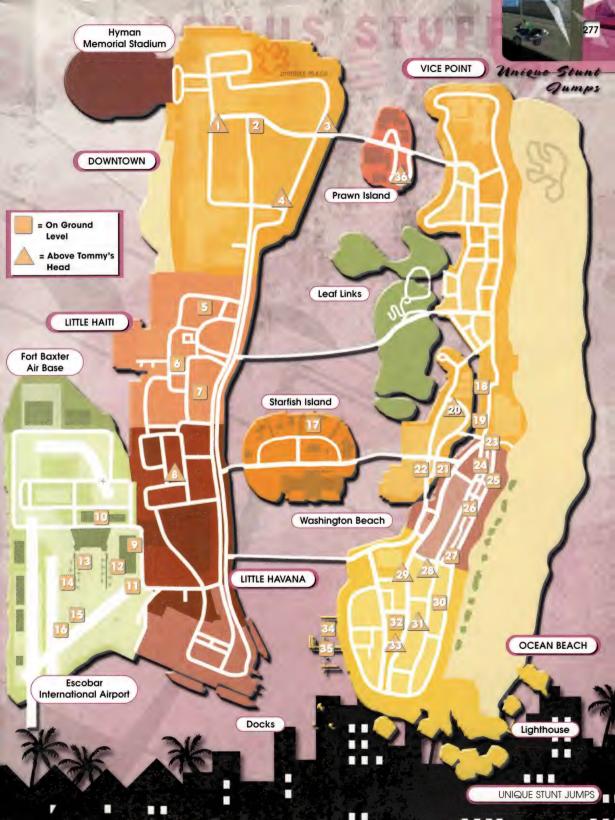




WELCOME MAIN STORY MISSIONS

ODD JOBS

BONUS STUFF





LITTLE HAVANA



Use the rooftop slope on top of Calle 8 Cafeteria to jump the street and land on the roof of the 1-HR Photo store. You'll have to build up speed using ramps and slopes, starting a few rooftops south of the first ramp.



ESCOBAR INTERNATIONAL AIRPORT



Use the mobile stairs to jump the fence and land in the parking lot across the street, or on the Vice City Transport Police building.

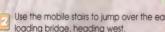


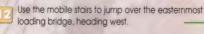
Use the large Vice Surf 3D billboard as a ramp to reach the top of the airport terminal.

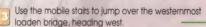


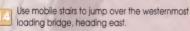


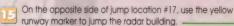
Use the lift ramp to jump over the fence and land in street beyond.















Use mobile stairs next to the red radar building to jump as high as you can.

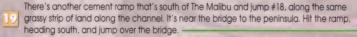
There are some steps on the south side of the brown stucco house on the northern coast of the island. Back up into the vard to the west (vou'll see a small gate open next to the garage) and use this area to build up enough speed to fly into the yard and up the steps. Jump over the hedges and into the neighbors' yard to the east.





The Beach

On the south side of The Malibu, find the cement ramp near the channel. Get a running start from the parking lot across the street, fly up the ramp, and clear the channel (heading west).



On the top level of the building under construction (near Hidden Package #20) is a girder that angles upward and angles off at a northward incline. Use the PCJ 600 to speed along this long girder and complete the Unique Stunt.







MAIN STORY MISSIONS

ODD JOBS





HIDDENGES PACKAGES

Rewards

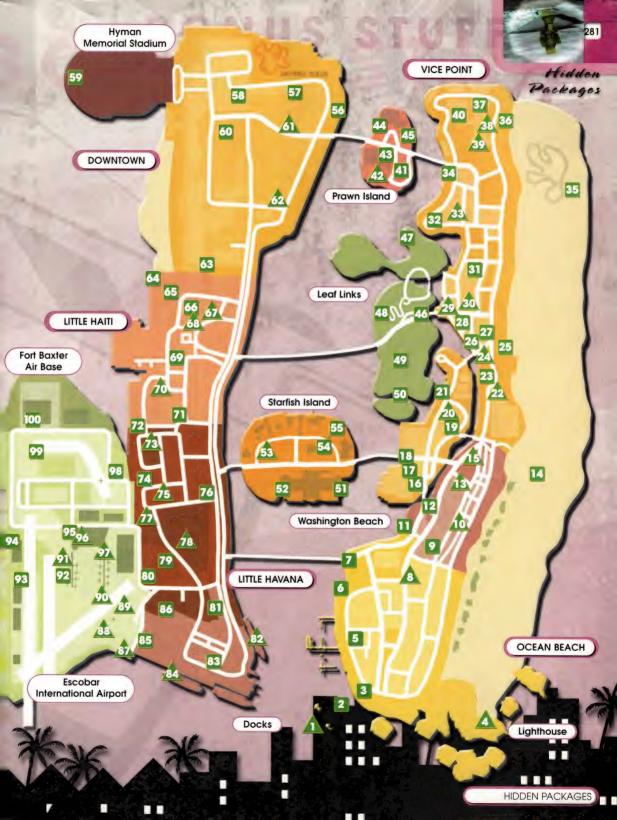
The following list details how many packages are needed to unlock weapons and vehicles, and where they can be found once unlocked. Get the reward locations upstairs in your hotel room and connecting hallways of the Ocean View Hotel. You can also find them along the eastern outside wall in front of the maze at your mansion (after acquiring it from Diaz) on Starfish Island. The Rhino and the final big prize are created at Fort Baxter Air Base.

Packages	Reward	Reward Location
10	Body Armor	Ocean View Hotel & Starfish Island Mansion
20	Chainsaw	Ocean View Hotel & Starfish Island Mansion
30	Python	Ocean View Hotel & Starfish Island Mansion
40	Flame-thrower	Ocean View Hotel & Starfish Island Mansion
50	Laser Scope Sniper Rifle	Ocean View Hotel & Starfish Island Mansion
60	Minigun	Ocean View Hotel & Starfish Island Mansion
70	Rocket Launcher	Ocean View Hotel & Starfish Island Mansion
80	Sea Sparrow	Starfish Island Mansion's Helipad
90	Rhino	Fort Baxter Air Base
100	Ultimate Secret Vehicle	Fort Baxter Air Base

Locations

This section details every Hidden Package location; the numbers correspond to the icon on our Hidden Packages map. Square icons represent packages on the ground level and Triangle icons identify the ones above Tommy's head. These higher packages may require stair climbing, roof jumping, motorcycle jumps, or flight via helicopter or plane.





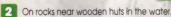
The Beach OCEAN BEACH

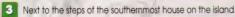
On desecrated wooden hut platform in the water.





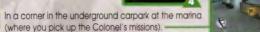


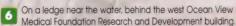
















On a narrow walkway under the South Bridge, leading to the mainland.







On top of the one-story building across from the small Washington Mall. -

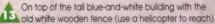
WASHINGTON BEACH

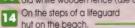
 Near the fenced-in swimming pool of the large pink apartment building, next to the body armor.

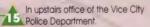




- On top of the two-story building connected to the DBP Security building.
- On back porch overlooking water of your save house, across from Rosenberg's office.
- 12 On the ground near the water's edge, up against the small road bridge.





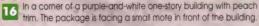




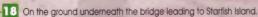








In the multi-colored open showers near the pool on the hotel grounds, near the bridge to Starfish Island.







MAIN STORY MISSIONS

WELCOME

ODD JOBS







The Mainland Behind the last building you jump from in the Hidden "G-Spotlight" mission, in a nook facing the water.-Packages 3 In the sculpture of the V.A.J finance building. DOWNTOWN Behind the Mars Café (where Love First's Psycho attacked). Use the save house alley to reach the package. In the parking lot behind the stadium (west side). 60 In the lower ambulance parking garage at the hospital (Schuman Health Care Center on Eogrmount Avenue). Beside the rooftop helipad, on the five-story building south of the V.A.J finance building. Behind the middle desk inside the downtown office where you first enter in the "G-Spotlight" mission. LITTLE HAITI In a corner next to Hi-Press Gas Hot Stream ramp, behind the Moist Palms Hotel. Behind Phil's Place on the corner of the bulkhead (close to the water). Inside the shed at Phil's Place. Down the small set of stairs, behind the building two doors down north from Kaufman Kabs. Inside recessed roof of the corner building in North Haiti. On the steps of the closest house on the east side of Kaufman Kabs. Near the skeleton grave behind Funeraria Romero. In between rooftop generators on the building connecting the north side LITTLE HAITI of the Print Works (use the stairs on the north side to access the roof). In a corner behind a wooden fence below the "Life's a Bitch" billboard, on the corner east of the Print Works.

HIDDEN PACKAGES





GTA Doublepack Official Strategy Guide

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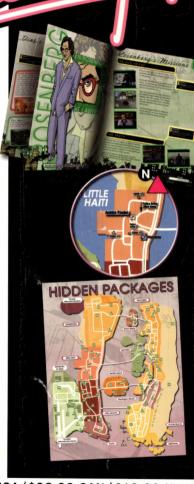
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